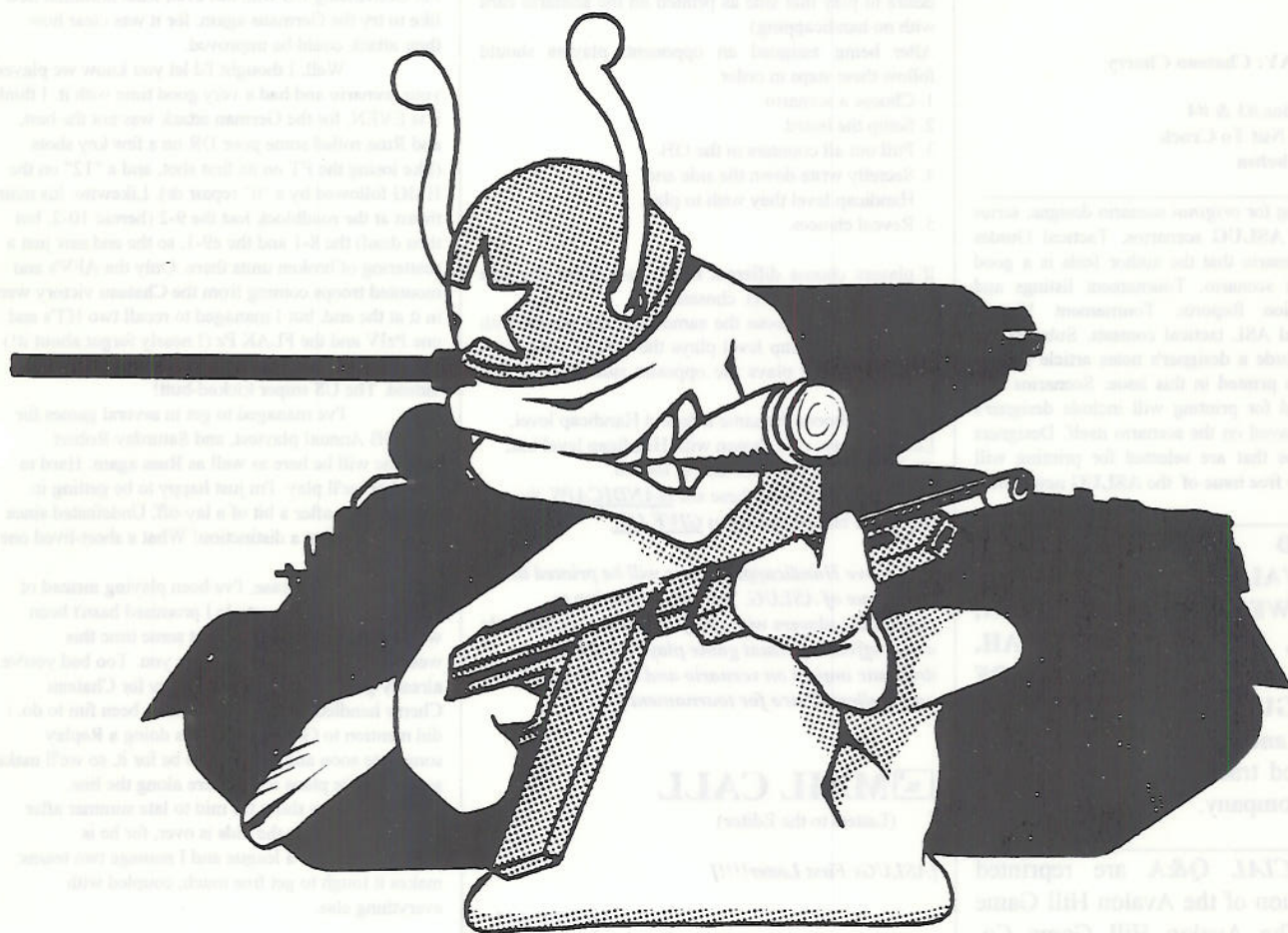


A.S.L.U.G.

ADVANCED SQUAD LEADER UNION of GAMERS

ISSUE TWO MAY, 1993

THE SOURCE FOR ASL NEWS



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ASLUG is asking for *original* scenario designs; series replays of ASLUG scenarios; Tactical Guides for any scenario that the author feels is a good tournament scenario; Tournament listings and After Action Reports; Tournament Victory reports; and ASL tactical contests. Submissions should include a designer's notes article similar to the ones printed in this issue. Scenarios that are selected for printing will include designer's name displayed on the scenario itself. Designers of scenarios that are selected for printing will receive one free issue of the ASLUG newsletter.

ADVANCED SQUAD LEADER, BEYOND VALOR, PARATROOPER, YANKS, WEST OF ALAMEIN, PARTISAN, THE LAST HURRAH, HOLLOW LEGIONS, CODE OF BUSIDO, GUNG HO, CROIX DE GUERRE, and RED BARRICADES are registered trademarks of the Avalon Hill Game Company.

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Subscriptions to ASLUG are \$25/year US and Canada. \$30/year foreign for 12 issues. ASLUG will be mailed on the first day of each month.

Tournament Coverage

Tournament Directors are encouraged to send in any information on their tournaments as soon as possible. Early release of information usually yields greater attendance.

AUSTRALIAN SCENARIO HANDICAPPING

All ASLUG scenarios will have the Australian scenario handicapping system as a standard feature. Any scenario submitted to ASLUG should have these handicaps included. Several ASLers are presently working on devising handicaps for official Avalon Hill scenarios, which will see print in FFE. These efforts should give some neglected scenarios a second life.

The purpose of this article is to explain the workings of the handicapping system.

Each scenario will have six levels of handicap bidding. Axis 1-3 and Allied 1-3

(Players may also bid 0 for either side, indicating a desire to play that side as printed on the scenario card with no handicapping)

After being assigned an opponent, players should follow these steps in order.

1. Choose a scenario.
2. Setup the board.
3. Pull out all counters in the OB.
4. Secretly write down the side and Handicap level they wish to play.
5. Reveal choices.

If players choose different sides, each plays the side and the Handicap level chosen.

If both players choose the same side, the player with the higher handicap level plays the side he chose and the other player plays the opposite side at Handicap level 0.

If players choose the same side and Handicap level, Low DR plays side chosen with Handicap level bid; High DR plays the other side at level 0.

It is important to note these are HANDICAPS, the higher the bid the more you GIVE UP.

The above Handicapping rules will be printed in each issue of ASLUG. The purpose being to familiarize players with this fine variant. It has little or no effect on actual game play, yet has a dramatic impact on scenario and side choice. It is an excellent device for tournament play.

MAIL CALL

(Letters to the Editor)

[ASLUGs First Letter!!!!]

April 22, 1993

Dear Gary:

Played Team Cherry last night with Russ Hall, and I thought it was a very good scenario. I always rate tough, but give it at least a 7, and that will probably go up with repeated play. I set-up the roadblock in the obvious spot, the west clump of trees (in the road of course) around the road with the CE Sherman behind it, the HT behind that and the Jeep behind that, so that the two extra .50 cal and two MMG's all came off the vehicles in US turn #1. (Despite the rule which reads that only the crew can take such weapons, Mac [Bob McNamara ...ed.] has allowed in the past that the HT passengers can also take their respective MG's with them). Only two squads, 9-1 and one MMG in the Chateau, and the 10-2 with "at start" .50 cal stacked with the Sherman. All others scattered around in that clump of trees.

I would have brought some armor in through the frozen stream, but Russ brought it all in from the Northeast boardedge. These guys eventually reduced the Chateau, but didn't get to the main defense till turn #6 or so; too late to get a win for the German- the initial German attack on the roadblock position allowed my 10-2 directed .50 to break the concealed German 9-2, but my follow-up shots gave him a HoB to go heroic 10-2 and direct a shot back at me which stunned the 9-1 Sherman leader. But the US 10-2 hooked-up with yet more MG's and shredded everyone in sight, so that the rest of the game the Germans had to just plain avoid this death-star. Russ finally got a smoke round in front of the roadblock (which he should have been playing for all along in my book) but it was too late. The end was pretty miserable for the Germans and so the Sherman broke through the woods just to come out and play around a bit, dying immediately to an APCR hit in the turret, but of course. But the game was over, for this was US turn #8. Convincing US win, but even Russ admitted he'd like to try the Germans again, for it was clear how their attack could be improved.

Well, I thought I'd let you know we played your scenario and had a very good time with it. I think it is EVEN, for the German attack was not the best, and Russ rolled some poor DR on a few key shots (like losing the FT on its first shot, and a "12" on the HMG followed by a "6" repair dr). Likewise, his main thrust at the roadblock lost the 9-2 (heroic 10-2, but then dead) the 8-1 and the c9-1, so the end saw just a scattering of broken units there. Only the AFV's and mounted troops coming from the Chateau victory were in it at the end, but I managed to recall two HT's and one PzIV and the FLAK Pz (I nearly forgot about it!) while another PzIV had a malfunctioned MA. Grim indeed. The US sniper kicked-butt!

I've managed to get in several games for the '93B Annual playtest, and Saturday Robert Banozic will be here as well as Russ again. Hard to tell what we'll play: I'm just happy to be getting in some games after a bit of a lay-off. Undeclared since turning 40, what a distinction! What a short-lived one it will be too.

In any case, I've been playing instead of writing lately, so the article I promised hasn't been written yet, but I will try to get some time this weekend to get something out to you. Too bad you've already got the neutral commentary for Chateau Cherry handled, for that would have been fun to do. I did mention to Ginnard about us doing a Replay sometime soon and he seems to be for it, so we'll make some definite plans somewhere along the line. Probably best to shoot for mid to late summer after baseball season for the kids is over, for he is commissioner for a league and I manage two teams; makes it tough to get free much, coupled with everything else.

Mark Nixon

[Your statement about being undefeated and 40 deserves comment. I realize as you get older your mental faculties become increasingly impaired and you selectively forget certain events (such as losses). Out of respect your juniors will often ignore embarrassing faux pas and allow you to revel in your glory days and seeming new found prowess. Far be it from me to break the sad news of the onset of Alzheimer's to an old geezer. So, my response, to your obviously ridiculous claim of a perfect record in a game with which you demonstrably have little skill, must be: to let you win (as must your sympathetic opponents) and proclaim:

"Gee Mark, you win again!" ©

I will, of course, expect a Replay from you and Bunker Dave (the Scariest ASL player in the world) Ginnard, (if you can remember). FORT]

Designers Notes:

ASLUG4 - Camp Nibeiwa

Gary Fortenberry

Camp Nibeiwa was a challenge right from the start. I first found an account of the action while reading a Ballantine Battle book. The description intrigued me and the desire to fashion a scenario around this battle led me to pour over several sources searching for further details. The research was rewarding in and of itself as I very much enjoy studying military history for its own sake.

After several abortive attempts I finally hit on a solution for the atypical flow of this action. Historically, the British Matilda's annihilated the Italian armor screen, in large part because they caught them with the crews dismounted and eating a meal. The heavily-armored Matilda's would have been able to destroy their thin skinned Italian counterparts with little difficulty in any case, but with the Italians out of their vehicles the Matilda's job was made all the easier.

To force the Italian crews to set up outside their AFVs and have them mount up as their first action on the Italian turn one was my first instinct. This led to Italian crews being destroyed en masse by MG fire from the Matildas. This resulted in a very unsatisfactory scenario for the Italian player as he felt helpless as the Brits rolled over his tanks, and soon after his infantry, with no chance to fight back.

I had a brainstorm and decided to add another half board allowing the British infantry and AFVs to setup on board. This led to the Brit Infantry jumping off the attack in conjunction with the Matilda's, as this was ahistorical SSR#5 was included. SSR#5 gives the Italian armor a few options other than bravely facing their deaths dueling with far superior armor. In fact, a common ploy for the Italian tankers is to ignore the Matilda's and attack the British Infantry. If caught unprepared the Brits could take a beating as the Italians gleefully run over this poor bloody infantry caught in the open. Several playtesters were caught with their pants down and their British infantry unprepared for such bold Italian actions.

Another conservative Italian option is an early pull back to defensive positions among their infantry and/or to Hull down positions behind the hillocks. While this will release the enemy infantry early, it has the benefit of adding considerably to the Italian main defense and giving the British infantry fits as it advances into stronger enemy positions than expected.

The overlays were added to liven up the playing area and help the Italians a bit. Setting up Italian AFVs in the deirs will give them hull down status to all British setup locations and force the Matildas to advance to the deir lips if they wish to remove this Italian advantage. The HIP sand overlays have, potentially, the most effect on play of all the overlays. A conservative Italian commander will setup some of his infantry on these overlays to reduce the effects of the bombardment, while a clever Italian will set up traps for the Matildas to hopefully bog down in. Still another use for these overlays (Rob Wolkey's suggestion) could be to block off a corner for a last stand defense that might slow down the assault by the Matilda's.

The British options are fairly straightforward. They must crush the Italians with relentless pressure. The Attacking forces with Matildas in the lead give the feel of a juggernaut. However, a careless or overconfident

Brit will find himself in a bit of a fix. One big mistake is to belittle the threat of the Italian armor to the British infantry huddled in their jump off positions. With the comforting bulk of virtually impregnable Matildas leading the way it is easy to fall into this trap. The British infantry should almost never stack in this scenario, and should set up to repel or at least survive an AFV assault from the get-go. I have virtually wiped out a Brit playtester's infantry as he confidently stacked his squads in stacks of three squads each topped with a leader. His reason for this setup centered around, "I want to be able to get to the Italians as quickly as possible, so I am stacking all my guys with a leader to make the move faster. We'll have no laggards in my Army!". After his first turn PFP the Matildas had racked up 3 kills and he was feeling cocky. When my turn came my tankers came charging to the front hiding behind vehicular dust screens and his DFPh was ineffective as two shots bounced off my massive 3 AF. His turn 2 PFP was just as ineffective. After seeing my tanks bearing down on his infantry he still refused to accept that I might actually hurt his ground pounders with my puny rolling coffins. He unbelievably remained stacked. My turn two MPH was full of Brit becoming one with the desert, as my treads mashed them into the sand. His infantry casualties from OVR with a -1 DRM from being in Open Ground were horrendous. The 9-2 and all three squads stacked with him were killed on a 1KIA Random Selection dr of 4.4.4.4 (Yahtzee!!). Moral of story: Be careful, Mate and not too Cocky!!!

The turn length is also deceptive for the Brits. It appears to be generous, but a slowly moving Brit may find the sand running out on him as he prepares to make his final assault.

The unusual SAN (Attacker having a higher SAN than the Defender and the Defender's SAN only a two) was used to reflect several situations. First, the British assault was made with fire from several other units coming into the Italian perimeter from different directions. This fire certainly caused minimal casualties, nevertheless it did have some effect, hence the four SAN for the Brits. Secondly, due to the successful British deception the Italians were prepared for an attack from a completely different direction. The Italians facing this assault represent the position's HQ and what would normally be a reserve, or armored counterattack force, along with artillery for defensive fire support of units in another area of the camp. In view of these facts, I believe an Italian SAN larger than two would be out of line.

The lack of fortifications other than entrenchments, sangars, and the lone pillbox was commented on by a few playtesters. The reason for the exclusion of wire and minefields is in no small part due to my desire to make all ASLUG scenarios suitable in length, balance, and content suitable for tournament play. Another reason to leave these types of fortifications out is due to the diceyness they tend to lend to a scenario. If a player gets unlucky crossing a minefield or hung up on wire that he must cross the scenario could be lost due to a few bad rolls that are for the most part out of a player's direct control. While these types of fortifications are useful, and necessary in some scenarios, in this scenario they would be unbalancing.

In conclusion, while the Italians will be on the defensive for the most part, with very little mobility (except for the possibility of a massed tank charge into the Brit infantry), and the Brits are totally on the attack. I think the scenario has appeal and replayability. It is as balanced as I can get it and I would play anyone with either side. Any takers should look me up at ASI.OK.

Corrections: **ASLUG TACTICAL CONTEST #1**

(The typist was given the unfinished version of ASLUG Tactical Contest #1. As it is still possible to exit some units as the US, I will print the names of the persons legally exiting the most CVP. The *Croix de Guerre* module prize will be given for the best answer to the Corrected contest. The correct answer and all answers for the incorrect version will be printed in ASLUG#3.)

DATE - January 1945

SETUP - Board 1

Setup units as indicated from top to bottom.

GERMAN

CC6 - HMG 6-5-8, 1-3-5 Pillbox, 37LATG, 2-2-8 Crew (CA DD4).

FF5 - 2S Cap FH 3-4-8x3

GG6 - 10-3 Leader.

U.S.

V1 - M3(MMG)Ht 9-2 Armor Leader, CE passengers 9-2, 7-0, 7-0, 3-4-6 HS.

AA3 - 5-3-6, Wounded 10-3, Wounded 8-0, 6+1, 1-4-9 Hero.

CC7 - 8-1, 3-4-7 x 2

Situation - It is the beginning of the last US Player Turn. They must exit as many Victory points off GG5/GG6 as possible, by game end.

The Germans are suffering from Ammunition Shortage.

All original DRs are = 7; All original dr's are = 3, no ROF is possible.

Please indicate all activities of all units. The player exiting the most VP will receive a copy of *Croix De Guerre*. In the case of ties a random drawing will determine the winner.

ASLUG Scenarios #1

Are reprinted with the necessary corrections and are listed as versions 1.1 and 2.1. Beyond the Pakfronts had the Handicaps incorrect and there was an error in Chateau Cherry's victory conditions. While the error in Chateau Cherry was small it could lead to an incorrect reading of the required victory conditions. I will try to correct errors in scenarios as soon as they become known.

ASLUG Tactical Contest #2

Brian Youse

Situation

It is the last German player turn of a scenario in which the victor is determined by sole occupation of building 3M2.

Please indicate all activities for all Phases of this last turn. Indicate the side winning the scenario and the number of CVPs for both sides at Game End (Prior Casualties have been equal and have no bearing on the outcome).

The person with the most correct answer (including correct CVP totals) will win a copy of the '93a annual. In the event of a tie a random drawing will determine the prize recipient. All persons with a correct answer will receive a free issue of ASLUG and have their names printed in the June issue of ASLUG.

The correct answers for contests #1 & #2, along with the solution for the incorrect version of contest #1 will be printed in the June issue.

Board #3

German Setup

M1 - LMG 247, 237

N2.1 - DC 10-3, 6+1

M4 - Wall Advantage: 9-1, FT 467

Russian Setup

M2.0 - 8-1, 447, 447

M2.2 - MMG 447

N3 - 76L ART 228 (ca M4/N4)

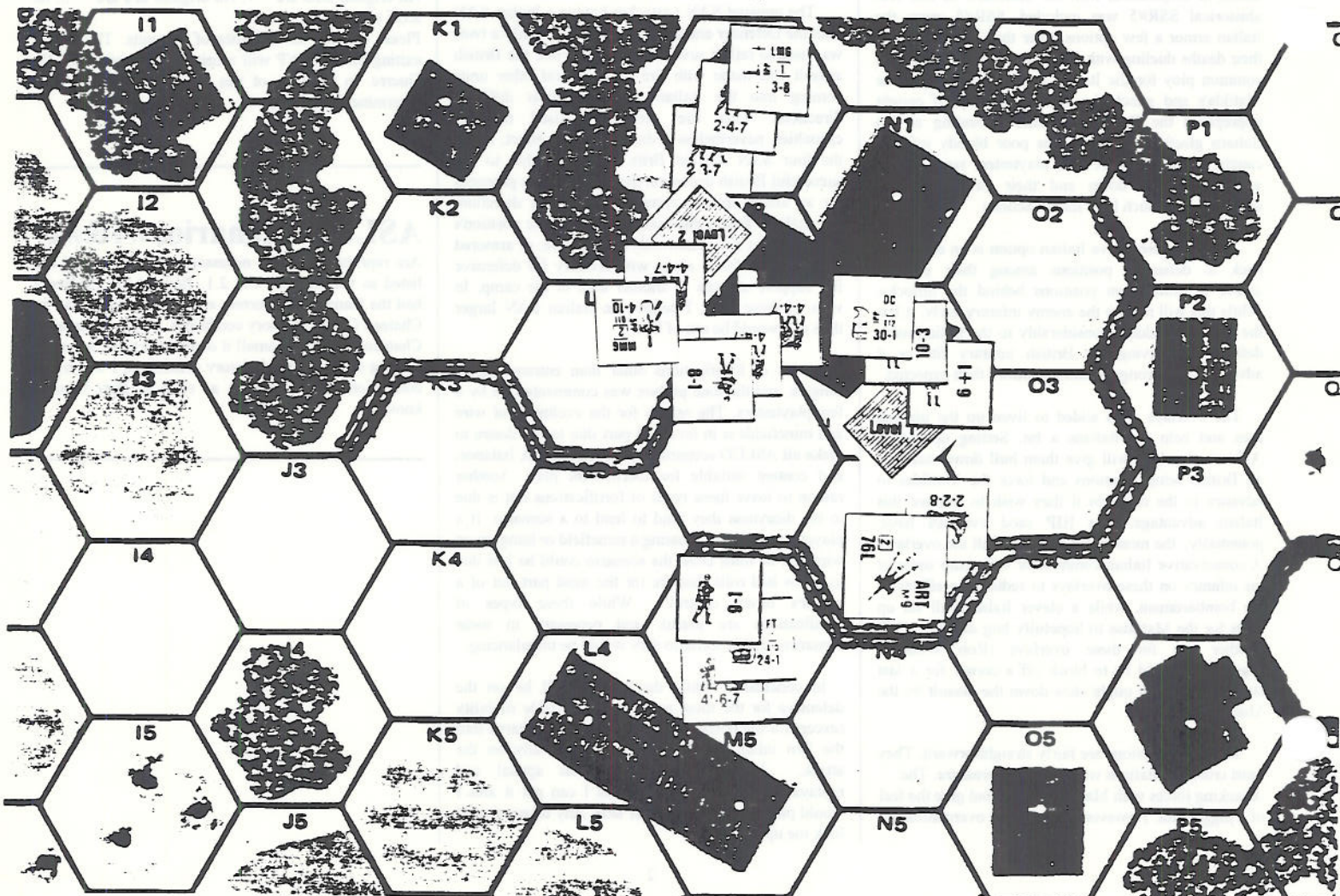
SSR

All DR for any purpose= Unit making the DR's printed morale level, with the colored dr = the highest value possible (usually "6").

All dr = 3.

ASLUG rates this one as difficulty level 8 of 10.

GOOD LUCK!



♣ TOURNAMENT NEWS

Reporting ASL tournaments to its readers is the main purpose of ASLUG. Any tournament news will be printed. Tournament Directors are encouraged to send in their tournament news as earlier as possible.

(♣) Denotes ASL tournaments which the Editor has personally attended and recommends highly.

Enfilade/ASL '93

May 22-23, 1993

The Landmark Inn

4300 200th St SW
Lynnwood, WA 98036

Rooms are \$48/night if you mention Enfilade/ASL.

For room reservations call:

1-800 528 1234 -or- 1-206 775 7447

Enfilade/ASL is a six-round tournament using published scenarios from a master, with scenario and side chosen randomly.

For further information contact Jim Roche at:

1-(206) 840 8040

To Pre-register send \$15 to:

Mike Pierce

15315 SE 25th St.

Bellevue, WA 98007

1-(206) 641 6344

The 1993 ASL Team Tournament

6PM Friday May 28 - 6PM Sunday May 30, 1993

Austin, TX

The Sheraton on Sixth Street

Tournament Organizer:

Mike Senigen

c/o Battlefields Unlimited

4607 Yellow Rose Trail

Austin, TX 78749 1-(512) 892 7169

*****AVALONCON 1993

THE NATIONAL BOARDGAMING CHAMPIONSHIPS

August 5th-8th, 1993

Baltimore, MD

For More info send an SASE to:

The Avalon Hill Game Company

4517 Harford Rd, Baltimore, MD 21214

*****ASL OKTOBERFEST 1993

Columbus Day Weekend

Cleveland, OH

Contact:

Bill Conner

P.O. Box 4114

Youngstown, OH 44515-0114

1-(216) 797 9009

1st Annual NORTHERN LIGHTS

ASL TOURNAMENT

Camelot Apartments Party Building

7520 Jersey Avenue N.

Brooklyn Park, Minnesota

June 11, 12, & 13 1993

Both Tournament play and Open Gaming (for those not enthused with tournament schedules) will be available in this Great White North ASL gathering. Prizes will be awarded to First and Second place finishers. A door prize will also be awarded. In addition to the prizes above, we have tentatively made plans to offer the overall Champion a free one-night's lodging at this years AVALONCON.

Registration Fees are \$10

Contact: Steven Katz

1(612) 928 9335

ASL SUMMER WARS '93

Comfort Inn Mechanicsburg on US 11.

6325 Carlisle Pike

Mechanicsburg, PA 17055

1700 June 4 - 1900 June 6, 1993

Tournament play using the popular unstructured format Fish (GROFAZ) first introduced to the ASL world at ASLOK (it ain't ever been the same since).

Contact: Kevin Meyer

133 E. Maple St.

Palmyra, PA 17078

1-(717) 838 1911

Personal inserts, including registration forms, by Tournament Directors will be included at the rate of \$5.00/page of copy per issue to cover the cost of photocopies and the added cost of mailing.

WINDS OF WAR '93

After Action Report

By Raymond Woloszyn

Mike McGrath reprised his role as the original winner of the "Winds of War" ASL tournament. However, his co-star was Pat Cross, also from Northern Virginia going 5-0 and being declared co-winner. Both Pat and Mike defeated previous winners Bill Conner (4-1 or 2nd place) and Marc Hanna (3-2), a randomly selected spoiler, respectively.

Honorable mentions go to Winston Forrest, Curtis Rozzelle and Kevin Valerien who all made it to the semi-finals.

The field of honor for the finale was Corsica and in keeping with the 1943 theme, the scenario "Go Your Way" from ASL News was played. As both Mike and Pat won on opposite sides late Sunday afternoon, this Gamemaster didn't have the heart to try to decide a sole winner based on casualty points.

Unlike last year things were pretty quiet (no women or strange dice) despite an attendance throughout the weekend of 54 ASL players playing close to 125 games. We did have three USAir pilots stop in to play Victory Games' new "Across Five Aprils" when one of them spotted his brother, Naval Commander Ryan Schultz, playing ASL. A number of newer, younger players were in evidence, a good sign for the hobby. The Virginia Beach area made a strong showing with six players led by the aforementioned commander.

Our local game huckster reported many non-ASL sales from his inventory current and out of print games.

I tried to level the playing field by using mandatory, non-AH scenarios from a variety of sources. However, players could mutually agree to choose from a short list of alternatives featuring the more time worn AH scenarios. This was a hit amongst all but the "money" players who were not comfortable with the balance on unfamiliar scenarios. There is certainly a need for a new crop of short, balanced scenarios. Still, the less seasoned players enjoyed the "new" scenarios very much and in particular, "Flags of Defiance" by Vince Lewonski, a more traditional version of "Mila 18".

Next year, based on players' feedback, the format will be like AVALONCON with three scenario choices per round and will feature more AH scenarios.

hopefully some from Paratrooper (always a hit with the 82nd Airborne boys from Fort Bragg) with the new "Australian" balance provisions. The theme will be "Triumph and Tragedy, 1944" and will have the PTO, Normandy, the Russian Front, and the Ardennes among its venues.

Tentatively, "WOW '94" will be the week after Easter, April 8th-10th at a new location in downtown Winston-Salem. Watch for details around Oktoberfest time.

Survey results for future improvements from twenty-eight participants with a numerical rating of 5 being "most favorable" were as follows: Format (Mandatory, Thematic, Non-AH scenarios) - 3.8, Gamemaster's scenario choices - 3.2, Ramada Inn and playing area - 4.1, Food and Drink policies (no non-Ramada bought items allowed in the playing area) - 1.8 and time of year (early April) - 4.2. I look forward to seeing everybody at "WOW '94."

(Ed note: Ray puts on one of the premier ASL events. I heartily recommend it to all. If you are looking for an ASL event to liven up your spring, WOW is the one.)

Road To Victory:

Rich Summers.

The Windy City Warmers ASL Championship

Rich Summers

I rolled my first "Boxcars" before I even made it to the tournament. In a traffic jam on Chicago's south side, my alternator malfunctioned and I faced the prospect of getting out of the traffic jam, finding the major metropolis (and tournament site) of Sauk Village, and then getting back to Madison, Wisconsin all on battery power. Off went the radio, the headlights, the dashboard lights and everything else electrical that was not absolutely essential to run the car. It was probably for the better—the traffic jam was no doubt due to an earlier enemy strafing run and I should have been traveling under blackout conditions anyway. Finally, I passed the wreckage of the burned out convoy and made my way at speed to the front. Sauk Village was deserted. Of course—the rest of the formation wasn't due in until tomorrow at 0900. So, I found an inn and set my priorities. The car had to be fixed, but unless I could take care of that before 0900, it would just have to wait.

I was up with the sun and on the road again looking for a mechanic. Fortunately, I rolled "eyes" on my mechanic DR: Bob's Amoco could fix the car. So, I packed my gear into a local cab and headed for Katz Corner, where an abandoned school was to serve as our HQ.

A few grognards had already assembled in front of the school, and the CO, Louie Tokarz, arrived a few minutes later. He directed us to the basement and briefed us on our mission: over the course of the next two days we'd have to fight five engagements, winner take all. In the style of Avaloncon and the ASL Open, the CO had preselected the scenarios for each round. Most of the old stand-bys were present—Rocket's Red Glare, Ranger Stronghold, etc., but Louie also rolled out a few novelties—Subterranean Quarry, First Crisis at Army Group North, and a couple of AFV only actions, Puma Prowls and Hell on Wheels (from In Contact). To combat the shortness and diceyness of the AFV scenarios, these had to be played twice with the winner of each game getting five points (half of the normal ten points for a win).

It was nice to see the AFV only match-ups, but personally, I would have made it best two-out-of-three for the full ten points. If you are trying to win a tourney, a draw due to a little bad luck is as bad as a loss.

After outlining the scenarios, Louie then directed our attention to the scoring system. Every win was worth ten points plus a one point bonus for every victory that your vanquished opponent would go on to win. If you beat someone who finishes the tournament at four and one, you get fourteen points for the win, etc. The person with the highest score would be the one who had beaten the best opponents. The system seemed interesting, and Louie kept track of everyone's progress on a big scorecard hung on the wall.

Now for the action. This tournament was held the same weekend as Ray Woloszyn's Winds of War tourney in North Carolina, and I imagine that Ray's more established offering drew most of the big guns. Nevertheless, about twenty people showed up for this one (up from eight at last year's inaugural) including the local heavy hitters Rob Banozic (last year's winner) and Jeff Cebula.

My travail's began with a game of Bucholz Station against Curtiss Messer. His Germans charged boldly at my munching Americans, but my first two shots, a DR four and a DR two with a -2 DRM, deep-sixed five CVP at the outset. Then a lone shot rang out and his 10-2 was dead also. Eight CVP in the hole on the first turn proved too much for the krauts, and they eventually were forced to withdraw.

The second round pitted my Americans against Corey Hymes' Germans in Rocket's Red Glare. My initial charge into the village was brutally rebuffed by the 9-2 led SS, but the battle see-sawed after my Jackson dispatched his Motion StuG and the Wirbelwind fell to Bazooka fore. Throughout the chaos, about twelve "snake-eye's" were rolled including a do-or-die self-rally attempt by a surrounded SS squad, a TD CH, and a MC by the broken SS 9-2 that resurrected him heroically for the final defense. In the end it came down to a single CC in the 3Q7 victory building: an American squad, a Hero, and 1 10-2 vs. a German squad, an 8-0, and the Heroic 9-2. I had to eliminate ALL of Corey's men without losing all of mine. I needed a seven. Corey needed a six. I got a six to Corey's eight.

Europe was beginning to bore me (or perhaps I was just scared of it after the last scenario), so I joined up with the Brits and shipped off to Burma--and the Eastern Gate. My Brits were valiant on defense against Scott Drane's Japanese, but a couple of my squads got a little caught up in their success and stayed one turn too long in a precarious defensive position. When both elite(?) squads broke on an eight +2 attack, Scott skillfully surrounded and eliminated them. What had been looking like a sound position was beginning to crack. Three twelve's on Rally attempts didn't help and the Japanese, though horribly battered themselves, finally defeated me.

(I still like the Brits in this one: any takers?) Scott and Bob Bendis were now the only undefeated players and they faced off in To The Rescue.

At two-and-one, I found myself paired with an old nemesis, Rich Spilkey. At ASLOK '92 Rich had crushed me on Hill 253.5, so I was glad for this chance at revenge. We faced off in Bread Factory #2. I've generally done pretty well as the Russians in this one, so I was looking forward to a chance to try my luck as the Germans. Rich obliged, but gave me a good scare with a string forward defense based on the two victory buildings. Here he had both his MMG, the HMG, the 9-1, and a 10-0 commissar.

With reasonable luck, this position might have weathered many attacks, but I got the first good rolls and soon Germans were swarming all around the buildings. As is the case with forward defenses, when they fail, they fail catastrophically, and Rich's Russians were overwhelmed.

I was now three-and-one and according to the scoring system, I was in second place. This entitled me to play Bob Bendis (four-and-zero) for a shot at the championship. If Bob won, he'd take it all with a five-and-zero record. If I won, four people would finish with four-and-one records, and Louie's scoring system, which had seemed an interesting sidelight at the beginning of the tournament, would be vaulted to the forefront to resolve the tie.

The championship would be determined in the French town of Tulle. Bob and I both selected chits for the Maquisards. We had obviously been deeply moved by DeGaulle's famous D-Day call-to-arms. I won the dr and took the partisans. Bob got the balance. C'est la vie. The game opened with a stunning German counterattack through the woods against my weak left flank. Two 337's were wiped out and the Germans captured an LMG and a Psk. Yet, the cost had been high: one and one half German squads and the 6+1 leader perished. The mid-game saw a steady progress by the partisans with three multi-hex buildings falling into French hands. At this point, I rated the game fairly even, or slightly in my favor. True, with only two turns to go, 80% of my men were on the wrong side of town and would have to cross open ground right under the German strongpoint Two squads, the MMG, an LMG, and the 9-1 leader in the big stone building--but the Germans had been badly bled. Only two squads (one a conscript) and an LMG remained to hold the two large wooden buildings on the far left side. I had about three squads on this side and one--a 527--advanced into CC with the conscript. It looked as if half the German defense was about to fall. I rolled a nine for my one:one attack, but Bob countered with a two! Aarrgh! Most of my firepower on the left side had just been wiped out, and now I'd also have to kill the 7-0 leader that was just created. The game had just turned decidedly in Bob's favor.

For two turns the Maquisard streamed across town, dodging bullets everywhere. Fortunately, I had gotten a HS into the stairway of the German strong point, encircling the Germans on the upper levels; but with the 8-1, they could still muster -2 shots against my mad Frenchmen. Miraculously, however, when the dust finally settled, only two of my 337's had gone down. More than fourteen other units, mostly HS and SMC, had made it across town. More importantly, the recently victorious German conscript had broken on a FPF shot against my 9-1 leader. Only the 447 with the LMG and the 7-0 remained to defend the building, and small groups of partisans were everywhere. A 6+2 advancing fire shot broke the 447, leaving the German 7-0 in the upper floors alone. Beneath him, a lone French 7-0 crept up the stairs. The entire championship would be decided by a CC between two 7-0 leaders, and mine was Lax. Luckily, there was no ambush. Still, I needed at least a five for casualty reduction: Bob just needed his guy to live. I rolled a five--and the German wound (a dr Six) was mortal! Unbelievable!

Four people, Bob, Corey Hymes, Jeff Cebula, and I were now tied at four-and-one. My vanquished opponents had amassed twelve victories, however, more than any of the other contenders. With fifty-two points (Forty for the wins, twelve for my opponents' records, which included Bob's and Corey's) I captured First place and the \$50 booty.

Bob finished second (Fifty points), Jeff Cebula Third (Forty-nine points), and Corey Hymes Fourth (Forty-eight points).

It is perhaps too bad that the scoring system had to figure so prominently in the tournament, although any method of resolving ties (short of a playoff) would have had its drawbacks, but one feature of this system that is nice is its effect on battlefield camaraderie: victors maintain an interest in the success of their former foes. Indeed, my victory rests in part on the success of Curtiss, Rich, and Corey, especially during the final round when all three won their contests, adding three critical points to my total. Yet, I imagine that some may dislike this system because it appears to rely too heavily on factors outside of one's direct control (i.e., who you play and how they do). This isn't really a valid concern, though, since you'll always win the tournament if you're undefeated. The system is only important for resolving ties and seeding players during play.

My hat's off to Louie. He did a great job, from scenario selection to the scoring system (I have to love it, don't I?). With time, I imagine that this tournament will become for the Midwest what Ray Woloszyn's is for the Southeast--one of the premier regional contests. In anticipation of this, Louie has already lined up a larger, nicer (but what can be nicer than the basement at Katz Corner?) facility for next year's action. If you can make it, you should.

See you there!!

TACTICAL BRIEFS

This column is devoted to do and don't hints. Contributors will be promoted at the rate of 1 rank per 5 printed hints.

- Assuming you don't need the IPC of the SMCs, you might consider giving DCs, FTs, PIATs, and ATRs to Leaders/Heroes since they typically will have higher morale than MMCs in most scenarios. Also, giving ATRs to Heroes extend their range for IFT Heroic DRM. Giving ATR's to Leaders allow them to interdict enemy rout paths at the range of the ATR rather than a MMC's inherent FP range (assuming they don't have longer ranged weapons).

- Pvt. Jim Turpin -

- German Infantry is, inherently, the most potent Anti-Tank weapon in ASL. They have PF for use at range and ATMM for use in CC. Don't forget to use *all* of your assets, your opponent won't forget to use his against you.

- Pvt. Art Johnson -

- As a Banzai charge is much easier to start than a Human wave attack, you get 8MF and an advance, and it doesn't leave the participants ex: it is a good way to make rapid progress towards the enemy.

- Pvt. Albert Garrett -

- If you only have to move one hex or location to move, always use Assault movement if possible. If you plan to place infantry smoke and will only move one hex or not move at all without expending all of your MF, you can still use Assault Movement.

- Pfc. Dan Kunkel -

- For enemy Firegroups based in heavy cover, where blasting them out is unlikely, you can place a Smoke OBA centered on this "Killer" Firegroup; you can then use a concealed unit to run up ADJACENT as the Smoke Blocks LOS due to a +7 Hindrance DRM. Even if the enemy stack has a -2 leader directing it the Ambush drm will be equal due to your concealment.

- Pfc. Dan Kunkel -

- When looking for a place to position your AFV's; either on the attack or defense; try to find a spot to stop your AFV with a CA orientation from which you can exit without risking enemy fire. If you find yourself in a tough spot (A Panther's moved to a firing position where it can shoot your little Stuart) you can forgo defensive fire and try a motion attempt or sD and in your MPh run away and live to fight another day.

- Pvt. Sam Waters -

- While Buildings/Woods/Rubble are great defensive positions to place your GUNS, the restrictions and penalties for CA changes are harsh. If you can find a less restrictive piece of concealment terrain, such as a grain, brush, or orchard hex, you can change CA at the NT CA change penalty and are not restricted to firing within that CA for the rest of that phase.

- Pfc. Dan Kunkel -

- Remember; you can fire two PF with a squad. It has saved my tail many times.

- Pvt. Larry Mason -

- To keep those pesky prisoners from unexpectedly escaping and gumming up your attack or defensive positions; give them to a HS and let him take them off the board. The guard is not considered eliminated for victory purposes and one HS can safely dispose of up to 10 US# worth of prisoners.

- Pfc. Dan Kunkel -

- Those British 51mm light MTRs have a Smoke depletion# of s7. These can come in mighty handy, try to get as many as you can in a DYO scenario.

- Pvt. Don Larsen -

- Tunnels have many uses other than a safe path to move around in. You get so many in most Japanese scenarios you can set many sneaky traps for your foe. Consider having the entrance go forward from your pillboxes, preferably into locations which the enemy thinks are safe rallying points. If he has a stack of broken units in such a location, you could advance from the tunnel you moved into in the MPh emerging concealed and proceed to automatically ambush the enemy units due to the huge DRM differential.

- Pvt. Eric Eshelman -

- When buying DYO forces consider purchasing a few Assault Engineers. Their increased smoke exponential is a large benefit in providing cover for other units to move. They also have favorable DRMs for various tasks which you may need in a DYO situation.

- Pvt. Art Johnson -

The Next Hill:

Issue #3

- Mike McGrath's Standard tournament rules.

- Replay #2 - A Tough Nut to Crack
Guy Chaney & Mike McGrath
w/ Gary Fortenberry

- Two new scenarios:

- One Step Forward (French vs. German)
- Shootout at Singling (US vs. German)

- Many other Articles on the play of AH's ASL.



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A.S.L.U.G. REPLAY

ASLUG#2.2 :

CHATEAU CHERRY

GERMANS: GARY FORTENBERRY

AMERICANS: DAN KUNKEL

NEUTRAL COMMENTARY: GUY CHANEY

Preliminaries -
Choosing of Sides -

Gary - I like the Germans in this and think the CVP cap reduction to 25 CVPs is not too much to overcome, it is just enough to make the game extra spicy. My handicap bid is G1.

Dan - I will play either side at no handicap, although I prefer the Americans. Handicap bid is A0

Dan will play the U.S. and Gary will play the Germans.

All Location listings are from the top counter down.

U.S. Setup

6d8 - ? + BAZ 667
6f7 - ? + CE TCA e9 M4A3(76)w VCA h7 (9-1 Armor Leader)
32h2 - ? + 8-1 MMG 747
6h8 - ? + 60mm MTR 347
6k9.2 - ? + 10-2 .50HMG 667
6m4 - ? + 347 347(passengers)M3(MMG)ht CA L5
6n6 - ? + Jeep
32v0 - ? + 9-1 BAZ 747
6v9 - ? + 747
6z10 - ? + ?
6w9 - (big)? + ? + (big)?
6y10/32y1 - Roadblock

German Setup

32w5 - CE TCA v3 PzIVH VCA x3 9-1 HMG 467 MMG 467
32x4 - FLAK PzIV/20 CA y3 DC 8-1 447 237 237 467
32x5 - 467

German gains ? 32x4/x5

Place U.S. Sniper - 32t1 (#1 aligned w/ Hex Designation)
Place German Sniper - 6g7 (" " " " ")

U.S. Setup Comments -

I playtested this scenario four times, twice as the U.S., twice as the Germans. Gary soundly defeated me all four times, although my last game as the Germans came down to an encircled U.S. unit under Desperation Morale and needing a four to rally, rallying on U.S. turn eight for a U.S. win.

In almost all of the games I've played, the Germans use the gap in the woods at 32d5/d6 to drive an armored infantry force, with most of the tanks in support, into the U.S. Southern flank. A smaller Infantry force sets up on board and attempts to sweep the U.S. towards the building and away from the road. With this in mind I plan to set up a heavy forward screen and withdraw as each forward position starts to become untenable and before my paths of retreat are cut off.

I have set up my forces to hammer an armored force which tries to use the 32d5/d6 gap. My "Easy Eight" has LOS to the bypass Vertex d5/d6/d5. I conveniently strung the LOS last night in preparation for today's game. With the 10-2 and .50 cal in K9 covering most avenues of approach I feel Gary may have his job cut out for him. This 10-2, .50 cal firegroup could kill a ht all the way out to 16 hexes. If the opportunities present itself I will definitely take the shot. This 10-2 should weather most fire the Germans can throw at him for at least the first two German turns. My 60mm mortar is a great weapon to kill hts with. I have set it up to fire into the woods near building 6K8 to interdict jumping off points for German attacks into the orchard and building 6K8. It could potentially rain down airbursts upon careless Germans and 4-2 shots are rough to take.

I set up the 667 in the M3(MMG)ht deployed (in addition to the 10% deployment limit, this extra deployment is allowed by vehicle notes and does not count towards the 10% limit) to allow each half squad to scrounge a MMG from its AA mount and still leave a .50 cal MA for the crew to go hunting German half-tracks. The jeep crew will also abandon its vehicle taking the .50 with it. These units will drag their MGs to the upper floors of the chateau and provide covering fire for their buddies as they come in from the cold, withdrawing in front of the advancing Fascist Army. With their normal ranges covering most of the area around the chateau and a high ROF, I may be able to bag a careless ht for a few CVPs. All of these MGs in the upper levels of the chateau should prove tough to tackle for the Germans.

Only a small force guards the roadblock, including all of my dummy counters, as I think Gary will set up only his infantry onboard because armor is easily bottled up by the roadblock. Of course, the Germans could choose to risk Bog and drive some tanks through the woods, but I think Gary may be too cautious to do so, as he will need his armor later in the game. I stacked the Dummies in 6w9 to give the appearance of a vehicle by using a large ? counter topped by a small ? counter and another large ? counter. This could appear to be a CE tank or maybe a ht with passengers. Gary may be delayed, or confused by the dummy set up and if he disregards the units in 6f7 as Dummies I may bag a tank as it tries to bypass through the Gap. My paratroopers stationed here will be expected to slow down the Germans and hold them up outside the wall for a few turns. I would also like to prevent Gary from crossing the stream in force and driving at me from the entire board length. There is little threat of any tanks driving up the stream as it would take two or three turns, but just in case I gave these boys a Bazooka to defend themselves with. If they fall back behind the wall they may be able to use the Bazooka against the German infantry as they advance to positions behind the wall.

German Setup Comments -

Like Ike, I like a broad front approach. The U.S. has a tough time dealing with Germans assaulting from everywhere. However, due to the high numbers of MGs in this scenario if the U.S. gets a huge ROF from a .50 or two directed by the 10-2 an incautious German who stacks his units without necessity could easily find an entire flank crushed.

Dan has left what I assume to be his 10-2 (probably directing a .50 and a 667) in an exposed position on the second level of 6k9. Even though the stack is concealed, I could set up a large Firegroup and the Wirbelwind in 32w5 to blast them. With possible ROF from both the Wirbelwind and MGs in the Firegroup this position could be smashed at little cost to me. To strip concealment I would shoot the Wirbelwind first at eight firepower plus two, followed up by a firegroup consisting of the 9-2 HMG 467 MMG 467. This would be a sixteen plus zero if the Wirbelwind did its job and stripped concealment, if not, an eight plus zero should at least strip the concealment and if I get ROF with the MGs I would then be on the

twelve table - no mods. I could be totally wrong and Dan could have outfoxed me with a dummy position which I can't ignore Due to it's great fields of fire on my units as they advance towards the chateau.

With Dan setting up what appears to be a heavy commitment to the orchard defense. I believe his tank is covering the southern break through the woods as we have discussed that possibility several games ago. If that is the case, the counters in 6w9 are probably dummy counters, or the ht.

(The units in 6w9 couldn't legally be dummies as dummies are forced to set up initially in ? terrain. It is later discovered that they are in fact dummies and are set up in error)

Dan likes to get the .50 off the jeep and the MMGs off the ht into the chateau ASAP, therefore I believe the units in 6M4 are the ht and two half squads to facilitate MG removal. By elimination the unit in 6n6 must be the jeep. If I am correct in my pregame scouting, the units in 6z10 are the remaining two dummy counters. If they are real these units are in an exposed position with few paths of escape. I'll gladly trade squad for squad with the American's. After further analysis, I think I will setup a PzIVH along with a 9-1 HMG 467 MMG 467 combination. The PzIVH will attempt to fire Smoke to shroud the 6k9.2 position. A 10-2 may be hard to put down and I still have the 8+1 Firegroup along with the PzIVH's MG and HE round if it doesn't roll less than or equal to its Smoke depletion number (or malfunction) on the Smoke TH roll.

I'm setting up the Wirbelwind, a PzIVH, six squads, and two leaders on board in spite of the fact that the roadblock prevents vehicular exit from the setup area without risk of Bog. Dan seemed confident that the roadblock would dissuade me from placing any vehicles on board at start. However, he has failed to cover his roadblock with adequate fire. After dealing with the Defenders in 6z10 my infantry can waltz up to 6y1 and remove the Roadblock at their leisure. I think I will give the 8-1 the DC and try to blow up the roadblock on the first turn. I would need to roll a five or less to remove it with the DC. If this proves unsuccessful I will try again on turn 2 using the clearance rules (B24.7) and enough infantry directed by the 8-1 to give me an eight or nine roll to clear.

With Dan's heavy commitment to the South and coverage of the break in the woods I think I will hold some of my forces off board, particularly two of the SPW 251/1 half-tracks, two infantry half squads and a PzIVH. This highly mobile armored infantry reserve along with panzer support should hold Dan's force's in place for an extra turn or two, just long enough for me to remove the roadblock unopposed. If the U.S. reacts to my assault on the roadblock by moving his armor, I will come in on the south side, if his armor ignores my northern force and I breach the roadblock with the DC I'll make a quick push on the northern flank and bring on my armored reserves to exploit. In any event I will try to work a ht and tank behind the chateau, this could lead to encircling fire on defenders of the chateau.

In any case, it is time to enter the breach.

Initial Comment -

Chateau Cherry has a lot to offer to each player. Both side's OBs are full of excellent infantry, powerful SW, and interesting vehicles. Both players have a great deal of firepower at their disposal. The U.S. also has the 6N4 fortress to help deflect some of the German's blows. This building, with its 21 +4 TEM locations, should prove to be quite a haven for the U.S. infantry. The U.S. player wants to slow down the initial German thrust, and then fall back to the Chateau and rely on its toughness, and the mechanics of controlling it, to hold on for the

win. The German player must occupy the Chateau while it is devoid of enemy units, even broken ones, or move through every location or mop up the Chateau. The very mechanics of taking the building actually shorten the game by a turn. The German must eliminate most of the resistance by turn 7 so that turn 8 can be spent cleaning up the remaining U.S. in the chateau and securing control. A few viable U.S. units in the chateau towards the end of the game can complicate the control procedure by blocking the stairwells with their bodies and other assorted slow down techniques.

The Germans must stick to their timetable, but they have an excellent attacking force to do so. They enjoy over a 2:1 infantry advantage and also have seven AFVs at their disposal. The Germans will be relying heavily on the Smoke generating ability of their MkIV tanks. A few well placed Smoke rounds will enable their infantry to close on the chateau without fear of being chewed up by all of those big U.S. machine guns. The Smoke rounds will also force the U.S. to shift his firebases around thereby losing firing opportunities. Once the Germans are in position, the U.S. will be subjected to some pretty serious firepower. Between the German firebases and their maneuver elements, the U.S. is going to have lots of targets to choose from.

A roadblock position sealing off the onboard German vehicles, as Dan has done, is definitely the way to go. Any tracked vehicles entering the woods will bog on a DR of 7 or more if using half its MP, or a 10 or more if using all. This is very risky. At the least, any bogged vehicle will be out of the action for a turn or more. Immobilization is also a possibility. To avoid this, a German force, especially the vehicles, may enter near the Southern edge and move through the 32 D5/D6 gap as the players mentioned. This avoids the roadblock and also starts a flanking move. Any infantry entering here can shoot for building 6J8 and establish a position for assaulting the Chateau. The vehicles, especially the hts, can get behind the chateau and bring encircling fire on its occupants while also denying the U.S. rout paths towards the West edge. As the onboard Germans close, a giant (by ASL standards) pincer move is started. The Germans will be coming in from all directions. This complicates the U.S. defense. There will be tough decisions on who to fire on. As the Germans move for the Chateau, the U.S. will have to be careful to pull back any outlying defenders in time. The U.S. player knows where the Germans are headed, so don't let him beat your own outpost defenders to the chateau.

The U.S. player will want to avoid stacking, and rely on his MGs to thin the German ranks. The U.S. can have two .50 cal and 4 MMGs in play if all the MGs are removed from the vehicles. I would remove all of the MGs, abandoning the jeep and MMG ht. These vehicles are just too vulnerable, especially in this close terrain, to serve as MG outposts. Those MGs will be much better off in the +4 chateau with possible 10-2 direction. I am very impressed with Dan's tank placement. He must have an eagle eye to spot that LOS to the 32 C6/D5 vertex. The U.S. tank's presence makes German entry through this gap dangerous. The Easy-Eight will need a seven or less to hit a MkIV moving through here, a six or less to peg a ht. Will Gary risk losing a vehicle to this shot? Any hit will be a kill barring a dud round as it will be a side shot thanks to D2.32. The Easy Eight should definitely slow the German move through the Gap. This AFV is extremely important and the U.S. player should be careful with it. He must keep an eye on those German PSKs. I love the tank placement, but the rest of the set up is a bit of a mystery. The 10-2 and .50 cal have no business being anywhere except the chateau. At some point they are going to have to move there, taking two turns to do so. The U.S. definitely wants the 10-2 and all the .50 cal in the +4 chateau. Defending in a +2 building makes no sense when the +4 terrain is just across the street. Setting up in the chateau loses a few hexes of LOS in the Gap area, but this must be accepted. A good German fire phase may strand the .50 cal in hex k9 indefinitely. The Germans can

put together some stinging turn 1 shots, as Gary discussed. I would consider putting a MMG in this position, but never the .50 cal. The roadblock is completely undefended. The wonderful tank placement may well force some German vehicles to set up on board (it has here). The roadblock must be covered by fire or the Germans will DC or clearance attempt it to oblivion. The MMG and BAZ positions near the South edge may be cut off before they can retreat behind the wall. They will slow the Germans, but will they pay with their lives? We'll see. Near the roadblock I would move the 9-1 and squad to 6x8 to better cover the roadblock. It is slow moving through that stream, no need to cover it with fire. I would not abandon the jeep or ht adjacent to the chateau. Later on the Germans may flame them to provide some Smoke cover. I see Dan is going to keep the .50 cal in the ht for. I'd put it in the chateau myself (as a MMG, see D6.63!), but let's see if the mobility pays off for him. The mortar is in position to hit the 32 j1/j2 woods, this is a good spot. Dan's Dummy placement in 6w9 is actually illegal as there is no concealment terrain here. Did anyone else notice Gary's Sniper placement? The German SAN is only two, but the sniper lurking in perfect position to pick off the Sherman is making me nervous already.

O.K. here comes the Germans, and the U.S. is warming up those .50 cal's, let's play

German Turn 1 -

RPh

Setup Board 1 off east edge of board 32, board designations aligned with each other.

Setup reinforcements on board 1.

1a1 - (BU)?a + Motion PzIVH d (CA - 32b9)
1b1 - (BU)?b + Motion 467 (passenger) SPW 251/1 a (CA - 32c10)
1i1 - ?c + 9-2 LMG 468 LMG 468 PSK 468
1j1 - ?d + 8-0 FT/PSK 468 467 LMG 468

EVENT# LOC. ACTION DR RESULT

RPh

EVENT#	LOC.	ACTION	DR	RESULT
000		Wind Change	1.3	No Change
001	32x4	deploy 447	3.5	Deploys
002	1j1	deploy FT/PSK 468 - 1SW/HS	2.2	Deploys
003	1i1	deploy PSK 468	3.6	Deploys

PPh

004	32w5	PzIVH c - fires Smoke - 6k9.2 Final TH#9 / DRM(+2) +3 Smoke in 6k9.g	1.2	
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MPh

005 32x4 ? + 237 (cx) - x3.x2.y2.z1(bypass y1).z0 -
- remove dummy counters
- U.S. momentarily reveals 747 in 6v9 - 237 loses ?.
- I point out to Dan that he has no guns and the counters in W9, if a vehicle, must lose ?. Dan points out to me that while he has no Guns and I now know these counters to be dummy, he will keep them around as sniper bait. Technically the dummy counters are not vehicles, so I don't argue too much.

006 32x4 ? + DC 8-1 237 237 467 - x3.x2.y2.y1

(8-1 places DC in 6y10 on roadblock)
007 32x4 FLAK Pz - Start.x3.x2.y2.y1.CA6x9.stop
008 1a1 ? + PzIVH d - 32a10.b9.stop
(U.S. momentarily reveals 667 in 6k9.2)
PzIVH loses ?
009 1b1 (BU)? + 467(pass) SPW 251/1 ht A - 32b10.c10.d9, e9.CA d7.d8(bypass e8).d7.CA e6.e7(bypass d6), e6(bypass d6).stop
010 1i1 ?c + 9-2 LMG 468 LMG 468 PSK 248 248 - (cx) - j10(bypass i10).j9(bypass i10/i9), j8(bypass i9),i8(bypass i9/h8).h7 (U.S. concealment loss LOS check from 6K9.2 -LOS blocked).h6(bypass g7).g6
011 1j1 ?d + 8-0 FT 248 PSK 248 467 LMG 468 - (cx) - j10(bypass 1i1/i10).j9(bypass i10/i9), j8(bypass i9),i8,i7(bypass h7/h6).I6
012 32w5 9-1 HMG 467 - x4.x3.x2.y2.y1
013 32x4 ? + 237 - x3.x2
014 32x5 ? + 467 - x4.x3.x2
015 32w5 MMG 467 - x4.x3.x2

DFPh NONE

AFPh

016	32b9	PzIV d MA Area TT - 6j8.2 Final TH#9 / DRM(+5)	6.4	-1ACQ.
017	6y10	DC (Roadblock removed)	4.1	1 KIA

RtPh NONE

APh

018	32x2	MMG to concealed 467		
019	32y1	HMG to concealed 467		
020	32b10	PzIVH d goes CE		
021	32x2	467 ? + 237 - 32w2		
022	32y1	? + 8-1 HMG 467 - 6x10		
023	32x2	? + MMG 467 - 32x1		
024	32z0	(cx) 237 - 6y10		
025	32y1	? + 237 237 - 32x1		
026	32y1	9-1 - 32x1		
027	32y1	467 - 6z10		
028	32g6	(cx) ? + 9-2 LMG 468 LMG 468 - 32g5		
029	32g6	(cx) ? + PSK 248 248 - 32f5		
030	32i6	(cx) ? + 8-0 467 LMG 468 - 32h5		
031	32i6	(cx) ? + FT 248 PSK 248 - 32i5		

CCPh None

U.S. Turn 1

RPh

032		Wind Change	4.4	No Change
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PPh NONE

MPh

033	6f7	? + M4A3(76)w - Start. Align TCA w/ VCA. (? loss LOS check from 6g5- LOS blocked).g7 h7.i7.j6.k6.l6.m7.n6.o6.p5.(lose ?)q6.stop.		
034	6v9	? + 747 - Assault Move - 6u10		
035	6v10	? + 9-1 BAZ 747 - Assault move - 6u10		
036	6n6	? + Jeep - 126 abandons Jeep, removes AAMG as dismantled .50 HMG. Place AAMG disabled and Abandoned marker on Jeep. (D6.631, D5.41 & U.S. vehicle notes O. & CC)		
037	6m4	? + 347(pass) 347(pass) M3(MMG) ht - ? + 347(pass) exits vehicle		

? + 347(pass) exits vehicle
 ? + 126 abandons vehicle - removes two AAMG as dismantled MMGs. Place AAMG disabled and Abandoned marker on ht. (We normally play that a passenger in these circumstances may remove weapons from a ht/carrier as a crew, but for the replay we decided to stick to the rules as we read them)

038 6k9.2 ? + 10-2 .50HMG 667 - Assault Move 6j8.2
 039 6d8 ? + BAZ 667 - d7.d6
 040 32h2 ? + 8-1 MMG 747 - i2.i1.6i10.i9

DFPh

041 32g5 (cx) 9-2 LMG 468 LMG 468
 - 6j8.2 - 4+1 3.3 PTC
 042 6j8.2 PTC 10-2 2.5 NE
 043 6j8.2 PTC .50HMG 667 3.4 NE
 044 32b9 PzIVH Inf TT - 6j8.2 - 1acq.
 (Change of acquisition from one target type to another is allowed by C6.52)
 Final TH#7 / DRM(+1) 2.3 Hit -2acq.
 045 12+0 IFT 3.1 3MC SAN
 046 SAN 4 NE
 047 6j8.2 3MC 10-2 2.3 Pass
 048 6j8.2 3MC(-2) .50HMG 667 5.1 Pin
 049 32b9 PzIVH BMG/CMG - 6j8.2 - 4+2 1.6 NE
 050 6z10 467 - 6i7 - 4+2 4.2 NE
 051 6y10 (cx) 237 - 6w9 - 1+1 2.1 Remove ?

AFPh

052 6q6 M4A3(76)w CMG/AAMG
 - 6y10 - 4+0 4.3 PTC
 053 6y10 PTC (cx)237 6.6 Pinned
 054 6q6 M4A3(76)w - MA - 6y10 Inf TT
 Final TH#7 / DRM(+3) 6.5 -1acq.
 RtPh None

APh

055 6m4 126 transfers dmMMG to 347
 126 transfers dmMMG to 347
 056 6u10 ? + 9-1 747 - v9
 057 6u10 ? + BAZ 747 - v10
 058 6m4 ? + dmMMG 347 dmMMG 347 - n4
 059 6n6 ? + dm.50HMG 126 - n5
 060 6d6 ? + BAZ 667 - e7

CCPh None

German Turn 1 comments -

I didn't expect everything!! to go my way. I hoped the Smoke round would find its way to 6k9, but I had the 9-1 HMG 467 MMG 467 firegroup as backup in case it did not. The 8-1 blowing up the roadblock was a huge bonus. I planned on having three squad equivalents and the 9-1 attempt to clear the roadblock if the DC didn't do its job. By blowing the roadblock on turn one I have prepared the way for the flank assault by armor that I mentioned in my setup comments. I think Dan may be in trouble in the opening game and if things don't start going his way I may have an early win.

Dan probably should have assault moved his 10-2 stack to 6k8.2 and advanced to his present position. He would most likely have kept concealment and would have reached the same position. His Sherman may prove troublesome, but I do have a way to get my armor out of the bottleneck without risking tank fire.

I think the 10-2 may be in trouble with my PzIV drawing a careful bead on his helmet. At the very least I should be

able to force the .50 cal to be left behind if the 667 should break and rout. (Anything which will keep a .50 out of the chateau has got to be good.) As my attack progresses I would love to find a prize like that. I will try to Smoke up the 10-2 from the PzIV in 32b9 first. If I get Smoke I basically neutralize the entire building. If I don't get the Smoke the Panzer IV is considered to have not fired (unless I malfunction the MA) and is free to shoot HE or move normally (C8.9).

U.S. Turn 1 Comments -

Gary's DC blowing up my roadblock surprised me. Although it was an agonizing decision, my Easy Eight had to abandon the Gap defense and move to block the road exit from the German armor. I think he is sufficiently bottled up to cause him some casualties if he tries to push through 6y10, and with handicap G1 in effect it would be inadvisable to risk any AFV unnecessarily.

My 10-2 allowing the 667 moving with him to Pin causes me real problems. I planned on moving the entire stack to level one in preparation to abandoning to building, but now I am stuck with the 10-2, a .50 cal and the 667(I'm not about to leave it behind voluntarily) feeling very exposed with all those Germans having LOS to them. I left the 10-2 in the location because with his direction and morale support the 667 may just survive the German fire. In the end I will probably lose the .50. Gary warned me about setting up in 6k9 level two as it is exposed to turn one fire from the German setup area. I expected IFT attacks but Gary surprised me with Smoke, in all our other games he tried for Smoke a few times, but never really got any of consequence. This Smoke round has put a severe crimp in my defense. During set up Gary suggested 6k8 level two as a better location with a smaller field of fire, but a much safer position. I now tend to agree. I think overall I would rather try to defend to road and roadblock next time, at least it's something different.

My guys in the orchard will stay in place to slow the German or at least make them pay if they try to fly by enroute to the back of the chateau. On turn three I will start to pull back towards the chateau. I'll keep the BAZ near the South wall to interdict any AFV movement around my flank on turn two or three.

Turn 1 Comments -

Well, the U.S. is off to a bad start. Gary is correct about his good fortune with the DC. As a bonus, the Sherman abandons guarding the Gap and moves to defend the X9 gate area. With the roadblock gone and the Sherman moved, the German AFVs can now maneuver in both directions. The early elimination of the roadblock places AFV pressure on both flanks. The Sherman can be in two places at once. Dan is now seeing why the 10-2 and .50 cal shouldn't be in building 6J8. If the turn two Smoke shell lands on the 10-2, the German infantry are going to come running. It would be tempting to prep HE at the 10-2 with MkIV d, hoping for a break of the squad manning the .50 cal. The intimidation factor of a 10-2 and .50 cal is showing itself again. this guy has already proved his mettle, shrugging off a 3MC. If he survives HE fire, he could teach the tank crew a lesson with that .50 cal. smoke is the safest bet. A few covering units are nearby though, so he may escape with the weapon yet. Valuable fire opportunities are wasted while this repositioning takes place however. I feel the ht passenger 347s could remove the .30 cal MMGs themselves. The rules are unclear on this however.

Let's see if the Germans challenge the Sherman from a HD position in 6X9 (see B9.22). The paratroopers in this area should have pulled out. A good German Prep Fire could see them smashed and cut off. The Germans should do well on Turn 2.

German Turn 2 -

RPh

Setup Reinforcements on board 1.

1a1 Motion ? + BU 247(pass) SPW 251/1 b CA 32b10

1a2 Motion ? + BU 247(pass) SPW 251/1 c CA 32c10

1y1 Motion ? + CE PzIVH CA 32z9

061 Wind Change 6.1 No Change

062 32x1 467 transfers MMG to 237 (both lose ?)

PPh

063 Flip +3 Smoke in 6k9 to +2 Dispersed

064 32b9 PzIVH d - Fire Smoke to 6j8.2 -2ACQ.

Final TH#9 / DRM(-2) 2.1 +3 Smoke

(Lose -2ACQ.(C6.56))

(Damn!! If I had fired HE at Infantry it would've been a CH)

065 6x10 8-1 HMG 467 - MG CA 6v10

32x1 9-1 MMG 237 - MG CA 6w10

Firegroup - 6v10 - 8+0 2.5 1MC ROF

066 6v10 1MC BAZ 747 1.5 PIN

067 6x10 8-1 HMG

32x1 9-1 MMG

Firegroup - 6v10 - 12+0 2.2 3MC SAN ROF

068 SAN 3 NE

069 6v10 Pinned BAZ 747 3.5 Break

070 6x10 8-1 HMG

32x1 9-1 MMG

Firegroup - 6v9 - 6+1 3.1 1MC SAN ROF

071 SAN dr 1

Dir/Dis 5/5 32o4

Move to 32i5 Random Selection 3.3.1.6
Break PSK248

072 6v9 1MC 9-1 1.4 NE

073 6v9 1MC(-1) 747 1.1 HoB

HoB DRM(-1) 6.1 Hero + Fanatic

074 6x10 8-1 HMG - 6v9 - 6+1 2.4 NMC ROF

075 6v9 NMC Hero 1.6 NE

076 6v9 NMC 9-1 4.6 Break

077 6v9 NMC (Fanatic)747 4.3 NE

078 6v9 LL1TC (Fanatic)747 2.3 NE

079 6x10 8-1 HMG - 6v9 - 6+1 1.6 PTC ROF

080 6v9 PTC (Fanatic)747 6.5 Pinned

081 6x10 8-1 HMG - 6v9 - 6+1 6.4 NE

MPh

082 32x1 467 - y1.(place smoke grenade in 6y10-dr1)

083 32y10 (cx)237 - Remove cx - y9.x8(bypass y8/x7).w8

084 32z10 467 - (cx).z9(bypass aa10/aa9).z8.z7.
z6(bypass aa7/aa6).z5.y5

085 32y1 FLAK PzIV/20 - start.6x10(bypass y10-x9).w10 -
- MPh interrupted for DFF

086 6v9 DFF Hero. PIN(Fanatic)747 - 8+1 6.2 PTC 4RFP

087 6w10 PTC FLAK PzIV/20 5.1 NE

088 6w10 MPh continued - FLAK PzIV/20

VCA v8.VCA x8 (TCA v8).stop

089 6v9 SFF Hero. PIN(Fanatic)747 - 4+1 2.1 1MC

090 6w10 1MC FLAK PzIVH 5.2 Pinned
(See A7.82)

091 6w10 BFF - 20L AA IFE - 6v9 - 8+2 3.5 NE

092 32x1 ? + 237 (cx) - y1.z10(bypass y10).
z9(bypass y10).y9.y8.y7

(This move is Illegal as pointed out by Guy. We forgot about
the elevation change MF penalties for Ground snow applying
in gullies)

093 32w2 467 - v1(Assault Move)

094 32w2 ? + 237 (cx) - v2.u2(bypass v1).u1(lose ?)

095 32w5 PzIVH c - start.w5.x4.x3.x2.y2.(CE)

TCA/VCA-x10.y1.x10(bypass y10).stop

096 1y1 PzIVH c - y10.z9.aa9.bb8.bb7.CA-aa6.z6.

y6.x5.w5.CA-x3.x4 - Remain in Motion

097 32e6 (BU)467(pass) SPW251/1 a - start.d5(bypass d6/c6).

c5.CA-d3.d4.e4.f3.g3.CA-f1.stop.(CE)

(attempt vehicular smoke grenade in 32g3 (F.10)

dr1 +2 smoke in 32g3

098 1a1 ? + 247(pass) SPW 251/1 b - 32a10.a9.b8.c8.d7.

d6(bypass e7/e6/d5).c6(bypass d5)

- Remain in Motion

099 1a2 ? + (BU)247(pass) SPW 251/1 c -

100 32g5 (cx)9-2 LMG 468 LMG 468 - remove cx.h4.h3.h2

101 32h5 (cx)? + 8-0 467 LMG 468 - remove cx.h4.h3.i3.j2

102 32i5 (cx)? + FT 248 - remove cx.i4.i3.j2

103 32f5 (cx)? + PSK 248, 248 - remove cx.f4(bypass g5).g4

(? loss LOS check from 6e7 - LOS clear lose ?).g3

104 32g3 Remove +2 smoke

6y10 Remove +2 smoke

105 32c6(bypass d5) SPW251/1 Lose ?

DFPh

106 6j8.2 10-2 .50HMG

- 32c6(bypass d5) TH SPW 251/1

Final TH#9 / DRM(+5) 6.1 NE

107 6h8 60mm MTR AREA TT 32j1

Final TH#7 / DRM(+1) 6.6 Malfunction

108 6n5 ? + dm.50HMG 126 - reassemble .50HMG

109 6n4 ? + dmMMG 347 - reassemble MMG

110 6n4 ? + dmMMG 347 - reassemble MMG

AFPh NONE

RtPh

111 6v10 747 surrenders to 467 32v1 leaves BAZ in 6v10

112 6v9 9-1 - u9.t8.s9.r9

113 6v9 (Fanatic)747 - breaks.u9.t8.s9.r9

APh

114 32u1 (cx)237 - 6t10

115 32v1 prisoner 467 - 6v10 (goes cx)

116 6x10 8-1 HMG 467 - 6w10

117 32x1 9-1 MMG 237 - 6x10

118 32y1 467 - 6x10

119 6w8 237 - 6w7

120 6y7 (cx)237 - 6y6

121 6v5 (cx)467 - 6x4

122 32i2 ? + FT 248 - k2

123 32j2 ? + 8-0 467 - i2

124 32j2 ? + LMG 467 - j1

125 32h2 9-2 LMG 468 LMG 468 - h1

126 32g3 PSK 248 248 - h2

CCPh

127 6t10 (cx)237 gain ?

128 32h2 PSK 248 248 "

129 6w7 237 "

130 6y6 (cx)237 ? gain dr 2 - gain ?

131 6x4 (cx)467 ? gain dr 5 - No

132 32g3 467(pass) SPW 251/1 a gain ?

U.S. Turn 2 Comments -

Well, so much for my valiant defenders of building 6k9
and vicinity. The linchpin of this areas defense is the 10-2 and
.50HMG in the upper floors of the building. Gary's use of Smoke

has made any fire from this firegroup unlikely to do any harm, even with the 10-2 directing. I have never been Smoked out by anyone before. I will definitely remember how effective it can be and try to incorporate it into my own game in the future. Due to this Smoke I will try to withdraw from the building taking the .50 with me. The Germans have given me cover for this maneuver by the very Smoke that forces my withdrawal.

My para's around the ex-roadblock have melted away and the only thing holding Gary at bay is my Sherman and the MGs in the chateau. Losing the 747 to surrender was devastating. I will be careful to set up units with more support next time I play a scenario.

On the Northern flank the Germans have outflanked my defenders with a small force. Once I get my MGs on the upper floors of the Chateau and into firing positions I should be able to stop any further progress along this avenue. In fact, I am tempted to leave the 667 with the .50HMG in 6k8.2 and withdraw the 10-2 alone. The 667 should hold out for a little while and his dominating field of fire may keep the Germans away from the Chateau for a turn or two.

U.S. Turn Two -

RPh

U.S.

133	Wind Change	2.3 NC
134	6h8 Repair 60mm MTR (lose ?)	6 Remove
135	6r9 (DM)9-1 (Self Rally)	4.5 No
136	6r9 (DM)(Fan)747 (MMC Self Rally)	4.4 No

German

137	6v10	467 Recover BAZ	1 Yes
138	32i5	Remove DM from 248	

PFPh NONE

MPh

139	6j8.2	10-2 - j8.1	
		- Movement suspended for DFF	
140	32h1	9-2 LMG 468 LMG 468 - 12+2	3.1 2MC SAN
141		SAN	5 NE
142	6j8.1	2MC 10-2	2.5 NE
143	6j8.1	10-2 Movement continued - j8.g,j7,k7,l6	
144	6j8.2	.50HMG 667 - 6k8.2	
145	6i9	? - 8-1 MMG 747 - j8(bypass j9),k9.g	
146	6h8	347 - Assault Move - i8	
147	6e7	? + BAZ 667 - f6.g7,h7,i8	
148	6m4	? + 126 - reenters M3(MMG)ht - remove abandoned marker	
149	6n5.g	? + .50HMG 126 - Assault Move - 6n5.1	
150	6n4.g	? + MMG 347 MMG 347 - n3.g,n3.1,n3.2	
151	6v9	Hero - (cx) - u9, - MPh interrupted for DFF	
152	6v10	(cx)467 - 4+2	5.3 NE
153	6u9	Hero - MPh continued - u8, - MPh interrupted for DFF	
154	6x4	(cx)467 - 4+1	4.2 PTC NE
155	6u8	Hero - MPh continued - t7, - MPh interrupted for SFF	
156	6x4	(cx)467 - 2+1	2.4 NE
157	6t7	Hero - MPh continued - s7.r6,q6,p5	
158	6q6	M4A3(76)w - start(reverse).p5.o5.CA-p6	

DFPh NONE

AFPh

159 6o5 M4A3(76)w - Area TT - 6x9

Final TH#7 / DRM(+3)

4.4 -1ACQ.

RtPh

160 NONE

APh

161	6i8	667 gives BAZ to 347
162	6i8	? + 667 - 6h8
163	6i8	BAZ 347 - 6h7
164	6l6	10-2 - 6m6
165	6n5.1	? + .50HMG 126 - 6n5.2
166	6n3.2	? + MMG 347 - 6o4.2
167	6n3.2	? + MMG 347 - 6o3.2
168	6p5	(cx) Hero - 6o5

CCPh

169	6h7	BAZ 347 - gain ?
170	6m6.g	10-2 - gain ?
171	6o5	(cx) Hero - ? gain dr6 - no

German Turn 2 Comments -

I feel I may be moving too slowly. The Americans have hardly been hurt and it's already turn three. They are in the Chateau in fair strength and will soon reinforce heavily. The Easy Eight is nearly impregnable. Unless Dan does something silly, I may be forced to sacrifice some of my armor to take it out.

My turn three strategy will aim towards destroying the units in and around building 6k9. If I can prevent these units from reaching the Chateau my job will be made much easier. I will attempt to Smoke up 6k9 one more time. The benefit if it works outweighs the loss of the tank for a couple of turns. With Smoke in 6k9 to cover my advance I just may be able to successfully assault these guys this turn.

Dan is playing an excellent game and may be able to recover. I think the Americans must walk a fine line in this scenario, especially if they choose a forward defense. A fighting withdrawal is no easier in ASL than real life. With all the MGs with the Rate of Fire possibilities the Americans have lots of firepower and great units, but not lots of units.

Turn 2 Comments -

Well, more bad news for the U.S. this turn. First of all a rules foul-up contributed to the bashing of the gate defense force. First, the shot which finally broke the 9-1: Dan had the Hero check his morale first, the Hero passed with a 7 DR. If the 9-1 had rolled first, the 7 would have left him in Good Order and his -1 DRM would have left the Hero unaffected by the 10 DR which actually broke the 9-1. Second, and more importantly, the German 237 which caused the broken paratroopers to surrender used too many MFs to get to 32U1. The cost to enter the stream is 2MF(Frozen) + 1MF(Elevation change in Ground Snow) for a total of 3 MF. It also cost 1 extra MF to exit the stream due to the Ground Snow. This caused the 747 to surrender as U1 had to be occupied to surround the U.S. unit. The 9-1 and the Fanatic 747 are in position to rally on German turn 3 however. The cx 237 couldn't DM then with a 2+3 shot during the DFPh. Dan has sealed the fate of the .50 cal and 667 by leaving them in 6K8. If Gary's turn 3 Smoke shell hits K9, the Germans are going to run right through this area. There are eight German MMCs, a 9-2, and a flame-thrower coming at this position. With the U.S. 9-1 and MMG likely to be sitting in another +3 Smoke, the Germans should be able to get into J8 easily enough. This will encircle the .50 cal. Soon after that, the Germans will be dispatching the 667 holding it and then turning it around and blasting the chateau

with the German 9-2 directing it's fire. The guys hanging out in the orchard are likely to die there as the Germans will be swarming this whole area soon. It is time to pull back. the best unit on the map, the U.S. 10-2, is left alone to watch the German attack through a ground floor window of the chateau. The other U.S. MGs have gained upper levels and should slow the Germans coming from the gate. The Sherman is holding the road, but his CE status could soon be troubling with the German FP approaching quickly. Contrary to Gary's worrying, I think he is ahead of schedule, and is going to enjoy this turn with no 10-2 to worry about, and a bunch of G.I.s waiting to be bagged in and around 6K8. Dan really needs the Smoke shot into K9 to miss. Those guys have to escape to the chateau or at least hold in place one more turn if trapped (which they surely will be).
--- Advantage Germans at this point.

German Turn 3 -

RPh

German

172	6x10	237 gives MMG to 467	
173	32i5	PSK 248 - MMC SELF RALLY	5.1 Yes
U.S.			
174	6r9	9-1 Self Rally	2.2 Yes
175	6r9	(Fanatic)747 Rally	2.6 Yes

PFPh

176	6k9	Remove Dispersed German Smoke	
177	6j8	Flip +3 Smoke to +2 Dispersed	
178	32b9	PzIVH d - Smoke - 6K9.2	
		Final TH#9 / DRM(+0)	4.1 +3 Smoke

MPh

179	32h1	LMG 468 - 6h10.i10.(smoke grenade - i10 dr1 YES)	
180	32j1	? + LMG 468 - k1. 6k10.	
		(Lose ?-Take Wall Advantage)	
		- DFF	
181	6k9	8-1 MMG 747 - 20+4	3.1 2MC
		(No RFP-MMG CA 6i10)	
182	6k10	2MC LMG 468	4.1 NE
183	32h1	9-2 LMG 468 - i1	
		- MPh Interrupted for DFF	
184	6h8	667 - 6+1	3.5 NE
185	32i1	MPh Continued - 6j10.k10	
186	32h2	? + PSK 248 - h1.6h10(Lose ?)	
187	32i5	PSK 248 - (cx) - i4.i3(bypass j3).j2.j1(path).k1	
188	32h2	248 - (cx) - g2(bypass g3/f2).f1.6f10.f9	
		- MPh interrupted for SFF	
189	6h8	SFF - 667 - 2-2	1.1 1KIA SAN
		(Cower)	
		5 NE	
190		SAN	
191	32g3	? + 467(pass)SPW 251/1 ht a - Start.f2.e2.e1.6d10.	
		d9.c9.c8.c7.c6.VCA(d4).c5.d4.e4.VCA(g4).stop	
192	32i2	? + 467 - i1(lose ?).6j10(bypass i10).j9	
		- MPh interrupted for SFF	
193	6k9	SFF 8-1 MMG 747 - 8+2	3.3 NMC
194	6j9	NMC 467	5.6 Break
195	32i2	? + 8-0 - i1(lose ?). 6j10(bypass i10).j9. (cx)j8	
		(.50HMG 667 in 6k8.2 is encircled)	
196	32k2	? + FT 248 - k1.6k10(lose ?)	
197	32c6	Motion (Buttoned up) 247(pass) SPW 251/1 ht -	
		c5.CA-d3.d4.d3.d2.e2.CA-6d10.e1.6d10.d9.c9.c8.	
		c7.c6.c5. Stop.CE	
198	32d6	Motion (Buttoned Up) ? + 247(pass) SPW 251/1 ht	
		-c6(bypass d5).c5.b4.b3.b2.b1.6b10.b9.CA-c8.b8.	

c8.c7.Motion.CE

199	6w10	(CE) FLAK PzIV/20 - 8-1 HMG 467	
		Armored Assault	
		-Start.CA-v8.CA-u10.v9(bypassv10/u10).u9.t8.s8 -	
		- MPh interrupted for DFF	
200	6n5	.50HMG 126 - 8+2/8+0	5.5 Cower NE
201	6r9	9-1 (Fanatic)747 - 6+1/6-1	1.4 NMC/2MC
202	6s8	NMC FLAK PzIV/20	2.2 SAN
203		SAN	5 NE
204	6s8	2MC 8-1	6.4 Break
205	6s8	2MC HMG 467	3.2 PIN
206	6s8	MPh continued - FLAK PzIV/20 stops. Vehicular	
		Smoke Grenade dr2 +2 smoke in s8.	
207	6x10	(CE)PzIVH c - Start.6x10(bypass x9).w10.	
		v9(bypass v10/u10).u9.stop(CA t7)	
208	6x10	9-1 MMG 467 237 - w10.v10(bypass v9).u10.t9	
		- MPh interrupted for DFF	
209	6k8.2	(Encircled).50HMG - 8+0	
		-(LOS blocked - s9)	6.6 Malf.
210	32x4	(Motion) (CE)? + PzIVH e - x3.x2.y2.	
		CA-(6x10).y1.y10	
		- MPh interrupted for DFF	
211	6q5	M4A3(76)w - MA	
		Final TH#9 / DRM(+4)	1.5 -1acq. ROF
(Dan calculated his TH# and rolled the dice: declaring a miss. I did not calculate for myself because it was declared a miss. Guy caught the error and Dan says he must've missed adding in his Armor Leader as the AL counter was set aside due to counter congestion.) (I lucked out!!)			
		[The correct DRM for the above attack is (+2)]	
212	6x4	MPh continued - y9.y8.CA-w8.x7.w8.stop	
213	6x4	(cx)467 - remove cx - w5.v4	
		- MPh interrupted for DFF	
214	6o4.2	MMG 347 - 4+0	6.1 PTC
215	6v4	PTC 467	2.2 NE SAN
216		SAN	2
		Dir/Dis	5/2 32b9
		Stuns PzIVH	
217	6t10	(cx) ? + 237 - remove cx - Assault Move - t9	
218	6v10	(cx) Pris BAZ 467 - remove cx - 32u1.6t10	
219	6y6	(cx) ? + 237 - remove cx - x5(lose ?).w5	
220	6i10	Remove +2 infantry smoke	
221	6s8	Remove +2 infantry smoke	

DFPh NONE

AFPh

222	6k10	FT - 6k9 - 24+3	2.6 1MC
223	6k9	1MC 8-1	6.4 Break
224	6k9	1MC 747	3.3 PIN
225	6k10	9-2 LMG 468 LMG 468 - 6h8 - 6-0	5.4 NE
226	6i10	468 - 6h8 - 2+3	5.6 NE
227	6u9	(CE)PzIVH c - AREA TT - 6o6	
		FINAL TH#7 / DRM(+4)	5.4 -1ACQ.
228	6w8	(CE)PzIVH e - AREA TT - 6p4	
		FINAL TH#7 / DRM(+4)	3.6 -1ACQ.
229	6i9	9-1 467 - 6r9 - 2+1	3.4
230	6s8	(Pinned)467 - 6r9 - 1+2	5.1

RtPh

German

231	6j9	467 - j10.32k1
232	6s8	8-1 - Low Crawl - t8
U.S.		
233	6k9	8-1 - 18. 17. 16

Aph

234 6t9 ? + 237 - 6s9
 235 6t9 237 - 6s10 (claims Wall Advantage)
 236 6t10 Pris BAZ 467 - 32s1
 237 6t9 9-1 MMG 467 - 6t10
 238 6v4 467 - 6v3
 239 6w5 237 - 6v4
 240 6w7 ? + 237 - 6v6
 241 6k10 9-2 LMG 468 LMG 468 - 6K9
 (all go cx-advance vs difficult terrain)
 242 6h10 PSK 248 - 6h9 (667 claims Wall Advantage)
 243 6k10 FT 248 - 6j9
 244 32k1 (cx)PSK 248 - 6k10

CCPh

245 6k9 (cx) 9-2 LMG 468 LMG 468
 vs.
 Pinned MMG 747
 Ambush dr - U.S. - -1 (pinned)
 German - -1 (+1cx-2 leader)
 Ambush dr - U.S. - 5 +1 = 6
 - German - 4 -1 = 3
 U.S. is ambushed
 CC 9:7 = 1:1 DRM -2 (cx+1,-2 Leader,Ambush -1)
 CC DR 4.1 747 Eliminated
 Germans withdraw to 6k8.g
 246 32b9 PzIVH d - Flip Stun to +1 side.

U.S. Turn 3 Comments -

This last turn has been disastrous. Losing the 747 in CC is bad enough, but I think I'm gonna lose more than that on the South flank. I may not be able to withdraw the 667 in 6h8 or the BAZ 347 in 6h7. The 667 in 6k8.2 is not gonna get out alive. I will try to make his sacrifice as expensive for the Germans as possible. Gary's phenomenal luck with smoke of all sorts is starting take its toll. His armor has gotten Smoke every time and so has his smoke grenade attempts. His assault has had excellent cover as a result.

My .50HMG breaking may actually be good, at least the Germans won't be able to turn it against me.(If I don't repair it)

I've put my Sherman in a hell of a fix. Because of SSR#4 it must enter one of the hexes Gary has acquired to leave the building front unless I wish to charge the Wirbelwind. Hey, that might be the answer. if I take care of the panzerfaust threat from the 467 under the Wirbelwind I may be able to kill it with BFF. On second thought, even if I were to get the FLAKpanzer, the Sherman would end up in a very exposed position to which my infantry may not be able to provide protection.

The guys in 6r9 are gonna have to duke it out. There is no place to run.

U.S. Turn 3 -

RPh

247 Wind Change 3.5
 U.S.
 248 6k8.2 Repair .50HMG 3 Yes
 249 6l6 Self Rally (DM)8-1 6.1 No
 - Leave DM

German

250 6t8 Self Rally (DM)8-1 1.1 HoB
 251 6t8 HoB (DRM +0) 3.5 BH 9-1
 (Error - HoB Cannot occur on a Self Rally attempt)

252 32k1 467 Remove DM
 PFFPh

253 6n5.2 .50HMG - 6s8 -
 8+2/8+1 (MG CA P5) 2.4 NMC/1MC ROF
 254 6s8 NMC FLAK PzIV/20 4.2 NE
 255 6s8 1MC HMG 467 6.5 Break ELR
 256 6n5.2 .50HMG - 6s8 - 8+2/8+1 3.5 NE ROF
 257 6n5.2 .50HMG - 6s8 - 8+2/8+1 2.5 PTC/NMC ROF
 258 6s8 PTC FLAK PzIV/20 3.6 Pinned
 - (See C7.82)
 259 6s8 NMC (DM)HMG 447 1.5 NE
 260 6n5.2 .50HMG - 6v3 - 8+2 3.6 NE ROF
 261 6n5.2 .50HMG - 6v3 - 8+2 6.4 NE
 262 6k8.2 (Enc.) .50HMG - 6t10 - 8+2 4.2 NMC
 263 6t10 NMC 9-1 5.2 NE
 264 6t10 NMC MMG 467 6.1 NE
 265 6k8.2 (Enc.) 667 - 32s1 - 2+2 4.1 NE
 266 6o4.2 MMG 347 - 6w8 - 4+2 5.6 NE
 267 6o3.2 MMG 347 - 6u9 - 4+2 4.6 NE

MPh

268 6h7 ? + BAZ 347 - Assault Move - h6
 269 6h8 667 - cx - g8,
 - MPh interrupted for DFF
 270 6h9 PSK 248 - TH
 Final TH#8 / DRM(+2) 5.1 Hit
 12+0 1.3 3MC SAN
 271 SAN 3 NE
 272 6g8 3MC 667 3.5 Break
 273 6m6.g ? + 10-2 - Assault Move - 6n5.g
 274 6o5 (cx) Hero - remove cx - 6o4.g.o4.1
 275 6o5 M4A3(76)w - Start.p5.q6.stop,
 sm8 - 6r8(DR 1.3 +2 Smoke),start.r6.
 - MPh interrupted by DFF
 276 6s8 FLAK pziV/20 - IFE - 8+2 6.3 NE
 277 6r6 MPh continued,stop,delay,delay,BFF
 278 6r6 M4A3(76)w - BFF APCR -
 - Final TH#10 / DRM(+3) 1.6 No APCR
 AP - Final TH#/DRM (Same) 6.3 Miss
 279 6r6 BMG/CMG/AAMG - 6s8 - 4+2 6.6 Malf
 Random Selection dr 6.5.6 BMG/AAMG Malf.
 280 6r9 9-1 (Fanatic)747 - q9,
 - MPh interrupted for DFF
 281 6s9 DFF 237 - 2+1 4.5 NE
 282 6q9 MPh continued - r8 -
 - MPh interrupted for DFF
 283 6s9 SFF 237 (Firegroup)
 6s10 DFF 237 - 4+1 1.3 1MC SAN
 284 SAN 6 NE
 285 6r8 1MC 9-1 2.2 NE
 286 6r8 1MC (Fanatic)747 2.5 NE
 287 6u9 DFF PzIVH - TCA - 6s9 -
 CMG - LOS Blocked 5.4 lose -1acq.
 288 6m4 M3(MMG)ht - BU.start.(stall DR 3.4).14.
 k5(Bog DR 6.1).j5.CA-k7.Ca-15.CAk4.stop.

DFFPh

289 6u9 PzIVH - MA Inf TT - 6n5.2
 Final TH#7 / DRM(+5) 3.4 -1acq.
 290 6w8 PzIVH - BMG/CMG - 6o4.2 - 8+4 3.4 NE
 291 6w8 PzIVH - MA Inf TT - 6o4.2
 Final TH#7 / DRM(+4) 6.3 -1acq.
 292 6k8.g (cx)9-2 LMG 468 LMG 468
 - 6h6 - 6+1 1.5 NMC ROF
 293 6h6 NMC BAZ 347 4.5 Break
 294 6h6 (cx)9-2 LMG LMG - 6+1 5.2 NE

295 6e4 467(pass) SPW 251/1 ht Firegroup
 - 6h6 - 6+3 (encircling 347) 3,1 NMC SAN
 296 SAN dr 4 NE
 297 6h6 NMC 347 2,6 Elim
 298 6i10 LMG - TH - 6j5
 Final TH#10 / DRM(+10) 6,1 Miss
 (LOS blocked due to > 5 LOS hindrances)
 299 6t10 9-1 MMG 467 - 6k8.2 - 6+1 3,2 1MC
 300 6k8.2 1MC (encircled)667 2,6 Break

AFPh

301 6r8 9-1 (Fan)747 - 6s6 - 8+3 3,1 1MC
 302 6s9 1MC 237 4,2 PIN

RtPh

U.S.

303 6i6 (DM) 8-1 - 15.m5,n4,n3.g
 (Error - used too many MF)

German

304 6s8 447 surrenders
 (U.S. invokes No Quarter for Germans)

APh

305 6r8 9-1 (Fanatic)747 - 6s8
 306 6i6 M3(MMG)ht - CE
 307 6n5.g ? + 10-2 - 6n5.1
 308 6n5.2 .50HMG 126 - 6n5.1 (PzIVH c tracks w/ -1acq.)
 309 6o4.2 MMG 347 - 6o4.1 (PzIVH c tracks w/ -1acq.)

CCPH

310 6s8 9-1 (Fanatic)747
 VS.
 FLAK PzIV/20
 U.S. CCV 6 DRM (-3) 5,2 KIA FLAK Pz

Turn 3 Comments -

The U.S. defense in the Southern orchard has collapsed. The Americans were barley hanging on in this area. The German Smoke, the 9-2, and sheer numbers overwhelmed them. Gary needed a 7 or less to hit with the Smoke shot into 6K9. The U.S. concealment applies to the shot even though the units are not in the MkIV's LOS (C6.2). If this Smoke had missed, the 8-1 and MMG squad may have held for another turn. Covered by +3 Smoke and outnumbered, their fate was sealed. Gary took a bit of a chance advancing the CX 9-2 into CC with the pinned 747 in K9. This was an aggressive move and it paid off with an Ambush and a dead 747 squad. Only the MMG ht is standing between the Germans and the Chateau. It will not even slow them down. The Germans in this area, led by the 9-2 and the flanking ht will be assaulting the chateau soon.

In the North, the Germans have moved through the gate area, assisted by more mistakes and rules errors. First, the Sherman's to hit attempt vs. MkIV e scored a hit! The base hit number is 9 modified by -2 moving target, -2 limited aim, +1 9-1 armor leader. This results in a 6 which should have been a hit. A turret hit at that, almost certainly killing the MkIV. This is a glaring error which will surely haunt the Americans. As a side note, this would have been an excellent time to try for an APCR round. The U.S. A# is 5 counting their Elite status. With a To Hit # of 6, trying for APCR nearly doubles the chance of obtaining a hit with either APCR or normal AP if the special ammo is depleted. Less importantly, the German 8-1 was not eligible for

Heat of battle on his "2" rally DR. HoB is not applicable to Self Rally attempts. These little things can add up over the course of the game.

The U.S. 9-1 leader and his FANATIC charges are single-handedly holding the courtyard. Displaying great heroism, and backed by the Easy Eight, they are causing the Germans great annoyance. Dan's move to take out the Wirbelwind was very well done. Using the Sherman's smoke mortar to provide cover for the infantry's move was an excellent tactical touch. The Wirbelwind, pinned by preparatory fire, was ripe for an infantry assault. The FLAK PzIV's hulk provides the U.S. heroes with some cover. After recovering the German HMG, these troops, with their high morale, may hold out for awhile longer. The Easy Eight is nearby, though I would have pulled it up one more hex to S7 for better support.

Back in the chateau, the 10-2 is finally linked up with a .50. The .50 and the MMGs can nicely cover the Sherman and lone U.S. infantry position in the courtyard. That is if they aren't hit by more Smoke from the MkIVs. The courtyard situation is not out of hand yet. The real problem is behind the chateau. The U.S. cannot stop both groups of Germans, once the assault reaches the chateau, there are few Americans in the building. This is going to be a real problem. On turn 4, the Sherman may have to sally forth and challenge the MkIVs. This is risky, but Dan is going to need a little luck to pull this one out. Gary is definitely holding all the cards right now.

German turn 4 Comments -

The Ami's have 8CVP, almost half of what it takes for them to win. On the other hand he has taken tremendous casualties, or soon should. If things go as I have planned, Dan will be defending the Chateau with Colonel Cherry, two half squads and a crew. Those should not be enough, although they will all be heavily armed with MGs and a 10-2 in a +4 building is nothing to scoff at.

Dan has advanced his tank into a precarious position. If I am able to get some Smoke around it I may be able to use infantry to take the Sherman out. The 9-1 and 747 in 6s8 are in lots of trouble as they have no anti-tank weapons, but they could foul-up my assault on the sherman.

German turn 4 -

RPh

311 Wind Change 3,3
 (Where is the snow?)

German

312 32k1 Self Rally 467 3,6 No

U.S.

313 6r6 M4A3(76)w - Repair BMG/AAMG 3,2 No/No
 314 6n3.g Self-Rally 8-1 4,6 No remove DM
 315 6k8.2 Remove DM from 667
 316 6g8 Remove DM from 667

PFPh

317 6j8 Remove +2 Dispersed Smoke
 318 6k9 Disperse +3 Smoke
 319 6u9 PzIVH c - Smoke - 6N6
 Final TH#9 / DRM(-1) 3,2 +3 Smoke
 - Remove -1acq.
 320 6W8 PzIVH c - Smoke - 6o4
 Final TH#9 / DRM(-1) 6,2 +3 Smoke
 - Remove -1acq. (IVH e has no more Smoke)

321 6w8 PzIVh e - BMG/CMG - 8+1 - 6s8 1.5 IMC
 322 6s8 1MC 9-1 5.5 Break
 323 6s8 1MC (Fanatic)747 1.3 NE
 324 6u9 PzIV c - BMG/CMG - 8+1 - 6s8 6.1 NMC
 325 6s8 NMC 9-1 5.3 NE
 326 6s8 NMC (Fanatic)747 1.3 NE
 327 6s9 237 - 6s8 - 4+1 4.5 NE

MPh

328 6s10 237 - r10.q10.q9
 329 6i10 LMG 468 - i9.i8.i7.(cx)i6
 330 6j9 FT 248 - j8.k8(bypass j7).k7
 331 6j8.g (cx) 8-0 - Remove cx - j8.1.j8.2.(DM)667 - k8.2
 332 6h9 PSK 248 - h8.(DM)667.i8.j7
 333 6e4 467(pass) SPW 251/1 ht a - BU.start.f3.g3.h2.i2.
 j2(Bog DR 1.3).k3.l3.m4(Bog DR 5.1).stop
 - (DM)8-1 in 6n2
 334 6c5 247(pass) SPW 251/1 - ht b - BU.start.CA-d3.CA-e5.
 d4.e4.f3.g3.h3(Bog DR 5.3).stop.Unload 247
 335 6c7 (Motion) 247(pass) SPW 251/1 ht c - CA-e7.d7.e8.
 f8.stop.unload 247.start.CA-g7.CA-e7.e8.d7.c7.
 Motion
 336 32b9 PzIVH d - start.b8.c8.d7.d6(bypass e7).
 d6(bypass e6).d5(bypass d6).Motion
 337 32s1 Pris BAZ 467 - r10.q10.q9.p8
 (Damn!! Dan just will not fire his ht. I need to get him to fire so
 the 9-2 stack can cross the street.)
 338 6v3 467 - u3
 - MPh interrupted for DFF
 339 6o3.2 MMG 347 - 4+1 (MG CA q3) 1.3 IMC ROF
 340 6u3 1MC 467 5.2 Break
 341 6v4 237 - cx - v3.u3,
 - MPh interrupted for DFF
 342 6o3.2 MMG 347 - 4+1 3.2 NMC
 343 6u3 NMC 237 5.5 Break
 344 6t10 9-1 - Assault Move - u10
 345 6t10 MMG 467 - Assault Move - u10
 346 6v6 ? + 237 - Assault Move - u6
 347 6k8.g (cx) 9-2 LMG 468 LMG 468 - Remove cx -
 k7.Both 468s place smoke grenades in k6 (dr 4.3)
 No smoke.l7
 - MPh interrupted for DFF
 348 6n5.1 10-2 .50HMG - 8+2 1.2 2MC ROF
 349 6l7 2MC 9-2 3.4 PIN
 350 6l7 2MC LMG 468 5.3 Break
 351 6l7 2MC LMG 468 4.2 PIN
 352 6k10 (cx) PSK 248 - Remove cx.l9.m9.n9

DFFh

353 6n5.1 10-2 .50HMG - l7 - 8+3 6.3 NE
 354 6r6 M4A3(76)w - CMG - 6s9 - 4+2 4.5 NE
 355 6r6 M4A3(76)w - MA Inf TT - 6s9
 Final TH#8 / DRM(+1) 6.3 -1acq.
 356 6j5 M3(MMG)ht AAMG - 6i6 - 8+0 4.4 NMC
 357 6i6 NMC 468 1.1 HoB
 358 6i6 HoB DRM(-1) 5.3 BH
 - Fanatic
 359 6s8 (Fanatic)747 - 6s9 - 12+1 2.3 2MC
 360 6s9 2MC 237 5.3 Break

AFPh

361 6i6 (cx) LMG (Fan)468 - 6j5 - 6+3 6.5 NE
 362 6j7 PSK - 6j5
 Final TH#8 / DRM(+4) 1.2 Turret hit
 363 6j5 TK# 26 - AF 2 - 22 Final TK# 4.1 Burn
 364 6u10 9-1 467 - 6s8 - 2+0 4.4 NE

RtPh

German

365 6s9 237 - s10.t10
 366 6u3 237 - Low Crawl - u2
 367 6u3 467 - Low Crawl - v2

U.S.

368 6g8 667 - Surrenders - 247 6f8
 (Come here you American PIGS!! We have some questions
 to ask you. On of our scouts has found the site of
 your heinous deed at map coordinate 6s8. The valiant
 soldiers of the Wehrmacht your gangster war criminals
 in baggy pants murdered will be avenged.)
 369 6n3.g 8-1 - n3.l.o3.1
 370 6k8.2 667 - Surrenders to 8-0 in 6j8.2
 371 6s8 9-1 - s7.r6.q6.p5.p4

Aph

372 6h3 247 - i4
 373 6f8 Pris 247 - g8
 374 6j8.2 Pris 8-0 - j8.1
 375 6k7 FT 248 - l6
 376 6j7 PSK 248 - k7
 377 6i6 (cx) (Fanatic)LMG 468 - j6
 378 6n9 PSK 248 - o9
 379 6p6 Pris BAZ 467 - p7
 380 6q9 237 - q8
 381 6t8 9-1 - t7 - (Fan)747 takes Wall Advantage
 382 6u6 ? + 237 - t6

CCPh

383 6l6 FT 248 - ? Gain 1 Yes
 384 6i4 247 - ? Gain 3 Yes
 385 6k7 PSK 248 - ? Gain
 386 6j6 (cx) (Fanatic) LMG 468 - ? Gain
 387 6g8 Pris 247 - ? Gain
 388 6j8.1 Pris 8-0 - ? Gain

U.S. Turn 4 Comments -

Wow!! I took a beating this last turn. I have very little left in the way of defenders. I think I'm gonna go for broke and try to rack up 25 CVPs. I now wish I had taken the 447 prisoner as that would have given me four CVP, two more than I received for its elimination. My CVP total now stands at ten - five for the FLAK Pz and 5 CVP worth of infantry. That leaves fifteen more to earn. The quickest way (maybe only way) to do this is to go after the German armor. Gary has so many shaped charge weapon toting infantry around my tank that I doubt it will get away. I think I will blast away with the tank and the 747 until they die. I forgot to pick up the German HMG last RPh (it was under the FLAKpanzer wreck). I will definitely remember to recover it this time around. If I get lucky with it. I may be able to bloody Gary's nose.

U.S. Turn 4 -

RPh

389 Wind Change 2.2 NE

U.S.

390 6s8 747 Recover HMG 4 Yes
 391 6r6 M4A3(76)w repair BMG/AAMG 2/2 No/No
 392 6o3 Self Rally (DM)8-1 4.4 No - Remove DM
 393 6p4 Self Rally (DM)9-1 5.1 No - Remove DM
 German

394 617 Rally (DM) LMG 468 4.2 Rally
 395 6t10 237 - Remove DM
 396 6u2 237 - Remove DM
 397 6v2 467 - Remove DM

PFPPh

398 6r8 remove Dispersed Smoke
 399 6o3.2 MMG 347 - t7 - 4+0 1.3 1MC ROF
 400 6t7 1MC 9-1 5.3 PIN
 401 6o3.2 MMG 347 - t7 - 4+0 4.6 NE
 402 6s8 HMG 747 - u10 - 12+2 3.4 NMC
 403 6u10 NMC 9-1 5.4 PIN
 404 6u10 NMC MMG 467 6.3 Break

MPh

405 6r6 M4A3(76)w - start, TCA-q8,
 - MPh interrupted for DFF
 406 6q8 237 PF Check 4 No
 407 6p7 Pris BAZ 467 - BAZ TH
 Final TH#8/DRM(+2) 1.3 Turret Hit SAN
 408 SAN dr 3 NE
 409 6r6 BAZ TK#16 - 8AF = 8 Final TK# 6.2 Shock
 410 6n5.1 10-2 .50HMG 126 - Assault Move - n4.1
 - MPh interrupted for DFF
 411 6m4 DFF 467(pass) SPW 251/1 - 12+4 1.6 NE ROF
 412 6m4 SFF 467(pass) SPW 251/1 - 8+4 5.5 NE
 413 6w8 DFF PzIVH e - BMG/CMG - 8+4 6.6 Malf
 - Encircle n4.1
 414 Malf Random selection dr
 BMG/CMG 5/3 BMG malf
 - MPh Continues -
 415 6o4.1 Hero - n3.1.n3.g
 416 6o4.1 MMG 347 - n3.1.n3.g

DFPPh

417 6u9 PzIVH c - 6s8 - BMG/CMG - 8+1 1.6 NMC
 418 6s8 NMC (Fan)747 6.4 Break
 419 6u9 PzIVH c - (TCA-t7) - MA Inf TT - 6n4.1
 Final TH#7 / DRM(+5) 1.3 ROF -1acq.
 420 6u9 PzIVH c - MA Inf TT - 6n4.1
 Final TH#7 / DRM(+3) 1.2 ROF -2acq.
 421 6n4.1 12+0 6.5 NE
 422 6u9 PzIVH c - MA Inf TT - 6n4.1
 Final TH#7 / DRM(+2) 6.1 Miss
 423 6w8 PzIVH e - (TCA-v6) MA Inf TT - 6o3.2
 Final TH#7 / DRM(+5) 3.1 SAN -1acq.
 424 SAN 6 NE
 425 6p7 467 PF check 1 Yes
 426 6p7 PF TH - 6r6 - M4A3(76)w -
 Final TH#6 / DRM (+0) 2.6 Miss
 427 6o9 PSK 248 TH - 6r6 - M4A3(76)w
 Final TH#4 / DRM(+0) 5.6 Remove PSK
 428 6t6 ? + 237 - PF check drn(+1) 1 Yes-lose ?
 429 6t6 PF TH - 6r6 - M4A3(76)w
 Final TH#6 / DRM(+0) 6.1 Miss
 430 6t7 9-1 - PF check drn(+2) 1 Yes
 - Man, are we loaded down with panzerfausts or
 what?
 431 6t7 PF TH - 6r6 - M4A3(76)w
 Final TH#6 / DRM(+1) 5.3 Miss
 - We have'em we just can't use'em
 432 617 9-2 LMG 468 LMG 468 - 6n6 Jeep
 12-2 vs Unarmored target TK#8 / DRM(-2)
 (I'm tired of looking at it) 3.5 Elim

AFPh

433 6j5 Flame Spread 1.2 No
 434 6n3 Hero 347 - 6m4 - 4+1 1.2 1MC
 435 6m4 1MC 467(pass) 2.4 Pin BU
 436 6m4 1MC SPW 251/1 3.4 Pin (CE)
 (See D5.33)
 437 6n4.1 (Encircled) 10-2 126 - 6m4 1+1 6.4 NE

RtPh

438 6s8 747 surrenders to 9-1 - 6t7
 (Ah. You Americans paratroopers like to kill
 soldiers as they surrender, do you? Well, we
 have a nice place for you to spend Christmas)

Aph

439 6n3 Hero - 6m4
 440 6n3 347 PAATC - 6m4 5.1 Yes
 441 6n4.1 10-2 HMG 126 - m5.1 (cx)
 442 6o3.2 MMG 347 - n3.2

CCPh

443 6m4 Hero+ 347
 vs
 SPW 251/1 ht
 CCV 4 / DRM (-3) 3.3 Elim

Turn 4 Comments -

The door is slamming shut on the U.S.. The G.I.s are all but finished now. As Gary notes, he will be in the chateau in force this turn. The illegal HoB of the German 8-1(9-1) rears its ugly head. This leader was pinned by U.S. turn 4 Prep Fire. He should have broken instead of pinning. This caused the broken Fanatic paratroopers to surrender! If the German leader is broken, the Paratroopers rout away. In ASL everything counts. It is amazing how little mistakes continually creep in, affecting future results.

Dan's inability to extract the Easy Eight may lose him any slim chances he may have had. Gary masterfully surrounded the Sherman with shape charged weapons. The Sherman was in trouble, but Dan could've done a few things to increase his chances of getting the tank out. First off, the fanatic squad and HMG should have used their Prep Fire at some of the PF units threatening the tank. The choice of shooting at the 467 and MMG in the woods was questionable. As the tank prepared to move, it should have used its first MP to try its smoke mortar on the squad with the BAZ. If a hit was scored (on a 7 or less), the Bazooka shot would have missed! The tank may have then escaped and scored a kill vs. a MkIV. Dan's only hope is to get those 10 additional CVP for the automatic win. He has no chance of holding the chateau. Without the tank, the 10 CVP will be tough to come by. If the players had realized that the Easy Eight had actually hit and killed that panzer last turn, Dan would be three mere CVP from victory. He shouldn't kick himself for not taking the 447 prisoner. Out in that exposed courtyard, I wouldn't have taken any prisoners either. The chances of any prisoners eventually escaping were too high to risk.

German Turn 5 Comments -

Damn!!!, I didn't think Dan would get the ht. I thought he might try, but actually killing it was a little bit lucky. If the passengers hadn't pinned he might not have been successful and

that would be two less units IN the Chateau. With his defense on the backside of the Chateau I will surely gain entry in strength this turn. I must protect my AFV's especially the ht's to keep from losing due to CVP. The American total is now 15 CVP, too close for comfort.

German Turn 5 -

RPh

444 Wind Change 3.6 NE

German

445 32k1 Self Rally - 467 6.2 No
446 6u10 (DM)467 2.2 Yes

U.S.

447 6r6 Shock recovery 5 Flip to UK
448 6o3.1 Self Rally - 8-1 2.1 Yes
449 6p4 Self Rally - 9-1 3.1 Yes

PFPPh

450 6k9 Remove Dispersed Smoke
451 6n5/6o4 Flip +3 Smoke

MPh

452 6l6 ? + FT 248 - Assault Move - m6.g
453 6u10 9-1 MMG 467 - t9.s9(bypass t8/s8),r8,r7,q7
454 6o9 248 - p8,q,r8
455 6t7 9-1 - cx,t6
(abandon Pris - 237 assumes guard duty)
t5,u5,u4,u3,v2
456 6t6 Pris 237 - cx,s7,r7,q7,p7

457 6p7 Pris BAZ 467 - cx.
(abandon Pris - 237 assumes guard duty)
Drop BAZ,o7(bypass p6),o6,o5,o4.g
458 6q8 237 - p7,o7(bypass p6),o6,o5
459 6l7 9-2 LMG 468 LMG 468 - m7,n6,n5.g
460 6g8 ? + Pris 247 - h8,i8,j8.g
461 6j8.1 ? + pris 8-0 - j8.g
(abandon Pris - 247 assumes guard duty)
j9,j10
462 6i4 ? + 247 - Assault Move j3
463 6j6 (cx) (Fanatic)LMG 468 - remove cx.
assault move j5
464 6k7 ? + PSK 248 - l7,m7,n6 (lose ?)
465 6u9 PzIVH c - start(VCA-s9),t8,s9(bypass s8),
r8,q9,p8,o8,n7,m7,(bu)VCA-l5,l6(TCA-m5),
stop,ESB +1MP-DRM(+3) (DR 5.1 O.K.)
466 6w8 PzIVH e - start,VCA-v6,v7,u7,t6,s6,r5,q5
p4,p3,VCA-n3 (TCA-o5),stop
467 6h3 SPW 251/1 ht - Start(REV).
- MPh interrupted by DFF
468 6n3.2 MMG 347 MG vs AFV TK
Final TH#10 / DRM(+1) 5.1 Hull Hit
469 6h3 MG TK#4(+1) - 1AF = 4 Final TK# 3.3 NE
- 4+2 Collateral Attack " NE
470 6m5.1 10-2 .50HMG - MG vs AFV TK
Final TH#10 / DRM(+0) 6.3 Hull Hit
471 6h3 12.7 TK#5(+1) - 1AF=5 Final TK# 3.6 NE
- 8+2 Collateral attack " NE
472 6h3 - MPh continued - g4(Bog check 3.2),VCA-h5,
stop,start,g5 ESB(+1 MP) DRM(+3) (DR 2.3 O.K.)
Motion
473 32d5 PzIVH d - d5(bypass c6),c5,b4,b3,a3,a2,a1.6a10,
a9,stop(TCA-c9)

DFPh

474 6m4 Hero MMG 347 - 6j3 - 2+0 5.5 NE

AFPh

475 6p3 PzIVH e - CMG - 6p4 - 4+0 4.4 NE
476 6p3 PzIVH e - MA INF TT - 6p4
Final TH#8 / DRM(+4) 3.4 -1acq.
477 6o5 237 - 6p4 - 2+0 1.4 NMC
478 6p4 NMC 9-1 2.2 NE
479 6n5.g 9-2 LMG 468 LMG 468 - 6p4 - 6+1 1.5 NMC
480 6p4 NMC 9-1 5.6 Break
481 6l6 PzIVH c - CMG - 6m4 -
- LOS Blocked 3.2
482 6l6 PzIVH c - MA INF TT - 6m5.1
Final TH#8 / DRM(+9) 5.4 -1acq.
483 6a9 PzIVH d - MA INF TT - 6n3.2
Final TH#7 / DRM(+10) 1.2 -1acq.

RtPh

U.S.

484 6p3 9-1 Surrenders to 237 - 6o5

APh

485 6q7 9-1 MMG 467 - r6 (467 PAATC) 3.1 Yes
486 6r8 248 - s8
487 6p7 Pris Pris 237 - q8
488 6p3 PzIVH - BU
489 6o5 Pris (SMC) 237 - o4.g
490 6o4.g (cx)467 - n3.g
491 6n5.g 9-2 LMG 468 LMG 468 - n4.g
492 6n6 PSK 248 - n5.g
493 6m6.g ? + FT 248 - m5.g - drop ?
(Completes encirclement of upper levels of Chateau)
494 6j3 ? + 247 - k4
495 6j5 ? + LMG (Fanatic)468 - k5
496 6j10 ? + 8-0 - 32k1
497 6a9 PzIVH d - CE

CCPh

498 6r6 9-1 MMG 467
vs.
M4A3(76)w (shocked)
467 ATMM check - 3 yes
German CCV 9-1 467 - 6 DRM(-6) 5.5 Elim M4A3

U.S. Turn 5 Comments -

The situation looks bleak. I have a two half squads and a crew left. They are manning MGs and I have 3 SMCs. but Gary has only lost 15 CVPs and there is little hope of the Americans scrounging up 10 more. It was unfortunate that my tank was shocked, it allowed Gary to kill it easily and with a minimum of units. I'm not sure where I went wrong. It seems like a general collapse everywhere, compounded by my mistakes. I would probably concede this game if it was for fun, but as we are doing a replay for print I'll stick it out. What the Hell. I may just kill a few more Germans.

U.S. Turn 5 -

RPh

German

499	6s8	248 recovers HMG	3 Yes
500	6v2	Rally 467	5.2 Yes
501	32k1	Rally 467	3.5 Yes

PFPPh

502	6m4	Hero MMG 347 - 6n4.g - 8+3	2.4 PTC ROF
503	6n4.g	PTC 9-2	3.4 NE
504	6n4.g	PTC LMG 468	4.5 NE
505	6n4.g	PTC LMG 468	4.4 NE
506	6m4	MMG - 6n4.g - 8+4	4.4 NE

MPh

507	6o2.1	8-1 - Assault Move - n3.1	
508	6n3.2	MMG 347 - Assault Move - n3.1	
509	6m5.1	cx 10-2 HMG 126 - Remove cx - Assault Move - n4.1	

DFPh

510	6n4.1	9-2 LMG 468 LMG 468 - m4 - 24-1 3.1 1KIA SAN	
511		SAN	6 NE
512	6m4	Random Selection 2/1 Hero KIA - 347 Broken	
513	6m7.g	FT - n3.1 - 12+0	3.1 3MC SAN
514		SAN	1
		DIR/DIS	2/6 32k1
		32k1 Random Selection 3/3 8-0 KIA	
515		SAN	3
516	32k1	LLMC 467	3.5 Break
517	6n3.1	3MC 8-1	5.2 Break
518	6n3.1	3MC MMG 347	1.4 Break
519	6r6	9-1 MMG 467 - n4.1 - 8+3	4.4 NE
520	6s8	HMG - n4.1 - 6+4	4.6 NE

AFPh NONE

RtPh

U.S.

521	6k4	Reveal 247	
522	6m4	347 Surrenders to n3.g (cx)467	
523	6n3.1	8-1 347 Surrenders to n3.g (cx)467	
524	6n3.g	467 deploy - Pris HS/HS/SMC 247 247	

CCPh NONE

Turn 5 Comments -

The noose has tightened around the chateau. Someone stick a fork in these G.I.s, they're done. The sniper raised the CVP total to 16, but those 9 which are left look impossible to come by. The 10-2 is holding out, but he is encircled, surrounded, and extremely outnumbered. Without the Sherman there just really wasn't much Dan could do on Turn 4. There were just too many Nazis around. The situation looks hopeless.

German Pre-Turn 6 -

I should take Dan this turn. The 10-2, .50HMG combo is mean, but I have plenty of fresh young soldiers to throw at the Americans and sooner or later they will crack. I will move the Tanks up to keep the pressure on his lone defenders in case my first assault is repulsed. With a 16+3 shot coupled with a 3 ROF it is possible that I could be repulsed. I don't think Dan could rack up enough CVPs from this fire, the most likely result of me being repulsed is a pile of broken Germans which I would then have to rally and try again. With my AFVs in position, if a second assault becomes necessary I will have their smoke shells to nullify the American fire. Once in position I will have a very good chance of eliminating the 2 CCV points of infantry at what should be little cost. The 10-2's DRM could still cause casualties, but it shouldn't matter.

German Turn 6 -

RPh

525	Wind Change	5.4
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German

526	6u2	Self Rally 237	3.6
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PFPPh

527	6n5/o4	Remove dispersed Smoke.	
528	6r6	9-1 MMG 467 - n4.1 - 8+3	2.3 NMC ROF
529	6n4.1	NMC 10-2	3.3 NE
530	6r6	9-1 MMG - n4.1 - 4+3	6.6 Malif MMG
531	6n4.1	NMC .50HMG 126	1.1 NE SAN
532		SAN	6 NE
533	6s8	HMG - n4.1 - 6+4	1.3 PTC SAN
534		SAN	5 NE
535	6n4.1	PTC 10-2	2.3 NE
536	6n4.1	PTC .50HMG 126	2.5 NE
537	6s8	HMG - n4.1 - 6+4	4.4 Cowar

MPh

538	6n5.g	PSK 248 - Assault Move - n5.1	
539	6m5.g	FT 248 - Assault Move - m5.1	
540	6o4.g	SMC Pris - 237 - Assault Move - o4.1	
541	6n3.g	cx 247 - remove cx - Assault Move - n3.1	
542	6n3.g	Pris HS Pris HS Pris SMC 247 - Assault Move - o3	
543	6n4.g	9-2 LMG 468 - n5.g.n5.1	
544	6n4.g	LMG 468 - o4.g.o4.1	
545	6l6	PzIVH c - start.VCA-k5,VCA-m5,m5.15.14,VCA-n4, stop.(TCA-n4)	
546	6p3	PzIVH c - start.CA-o5,p4.CA-n4.stop	
547	6c7	SPW 251/1 c - CA-o5.CA-e7,p7,e8,f8,g9,h9,i10, BU.Remain in Motion	
548	6a9	PzIVH d - start.CA-b7,b8,c8,c7,c6,c5,d4,e4,f3, g3,CA-i3.stop	
549	6k5	? + (Fanatic LMG 468 - 15.m5.g	
550	6k4	247 - Assault Move - l3	
551	6v2	(cx)9-1 467 - remove cx from 9-1.u3,t2,s3, r2(bypass r3).q3	

DFPh

552	6n4.1	10-2 .50HMG - Spraying Fire - n5.1/m5.1 - 8+3/8+2(FT 248)	1.3 1MC ROF
553	6m5.1	1MC FT 248	5.2 PIN
554	6n5.1	1MC 9-2	4.5 Break
555	6n5.1	1MC 468	3.5 Break

556	6n5.1	1MC PSK 248	5.2	PIN
557	6n4.1	10-2 .50HMG - m5.1 - 16+2	1.1	K/3 ROF SAN
558		SAN	3	NE
559	6n4.1	10-2 .50HMG - n5.1 - 16+3	2.1	2MC

560	6n5.1	2MC 9-2	5.6	Wound
		Wound Check	6	KIA
561	6n5.1	2MC 468	3.6	CR 248
562	6n5.1	2MC PSK 248	2.5	Break
563	6n5.1	LL2MC 248	2.2	O.K.
564	6n5.1	LL2MC PSK 248	2.3	O.K.
		(Upper Level Encirclement broken)		
565	6n4.1	10-2 .50HMG - 6n5.1 - 16+2	5.4	PTC
		(Whew!! I had thoughts of winning outright by casualties for a few minutes)		

AFPh

566	6n3.1	247 Firegroup		
	604.1	LMG 468 - n4.1 - 8+4	2.2	NMC SAN
567		SAN	4	NE
568	6n4.1	NMC 10-2	1.2	NE
569	6n4.1	NMC .50HMG 126	4.4	PIN
570	6p4	PzIVH a - MA - INF TT - n4.1		
		Final TH#8 / DRM(+9)	2.6	-1acq.
571	6g3	PzIVH d - MA INF TT - n4.1		
		Final TH#7 / DRM(+10)	3.5	-1acq.
572	6l4	PzIVH c - MA INF TT - n4.1		
		Final TH#8 / DRM(+9)	5.1	-1acq.

RtPh

573 6n5.1 LMG 248 PSK 248 - n5.g

APh

(I am at twenty-one CVP lost. I will only advance the units from o4.1 to n4.1. These units are worth only three CVPs and if lost will not be enough to lose the game.)

574	6n3.1	247 - 04.1
575	6o4.1	LMG 468 SMC Pris Pris 237
		(Abandon Prisoners - 247 assumes guard duty)
		- n4.1
576	6o3.g	Pris 247 - n3.g
577	6l3	247 - m4
578	6m5.g	? + (Fanatic) LMG 468 - m5.1
579	6q3	9-1 467 - 6p3
580	6q8	Pris Pris 237 - r9
581	6s8	HMG 248 - r7

CCPh

582	6n4.1	LMG 468 237		
		vs.		
		10-2 PIN .50HMG 126	Ambush dr	
		Ambush DRM German	-0	3
		U.S.	-1	2
		No Ambush		
		German CC attack 6:2		
		= 3:1 No DRMs	5.2	Elim
		U.S. CC attacks 468 1.5:4		
		= 1:4		
		(capture attempt) DRM(-1)	3.3	NE

Germans win as there are no Americans left.

Turn 6 Comments -

Well, the show's over folks. But not before some fireworks from the 10-2 and his .50 cal. That last flurry of ROF nearly brought Dan the game. The CVP count was all the way up to 21 after the death of the 9-2 and the two half squads. If the remaining two broken half squads in N5.1 would've went done, Dan would have still been in the game. This would have brought the CVP total to 23. Killing one squad in CC, or in the next PFPh would have bought the win. Even if the capture attempt in the last CC phase had worked, Gary would probably have freed the prisoners eventually. The CVP win is not immediate, so freeing the prisoners would put the CVP count back under 25.

German End Game Comments -

That capture attempt scared the Hell out of me. I didn't think of it and it would've taken Dan to the 25 CVP needed for a win. While the game wouldn't be over yet, as I could free the prisoners in a later assault, it would have left he with very little in the way of insurance units to smack the 10-2 around with. I would have had to rely on the tanks and what little infantry I had left to contain the 10-2. I hate the tension when a game comes down to one side needing a low DR/dr to win the game. The .50 and 10-2 demonstrated just how dangerous this combination can be. It almost won the game for Dan.

Dan's loss can be attributed to several things, in reality, out of his control (I know some may say an error is definitely in a player's control, but with a game as large and complex as ASL there will be mistakes. The key is to make as few of them as possible). The error with the Sherman missing, my extra MF blunder allowing me to capture a critical unit that may have been able to reach a safe rallying location, and Dan rolling his MC for the 9-1 out of order and causing the whole stack to break or later voluntarily break to escape were all critical.

Dan's set up was a little overextended, but he could have recovered if he had taken immediate actions. His dallying about in the orchard and orchard building cost him dearly and I think cost him the game. The more conservative set up which Guy proposes, centered around the chateau will yield more wins perhaps, but it may soon become boring with repeat playing following the same pattern. I think Dan's idea of a defense centered on the road may be workable, but I probably wouldn't commit too heavily to this area as the German could then concentrate their efforts and smash the U.S. with overwhelming superiority. I would be more likely to use a defense of this sort with the reduced CVP cap on the Germans of balance G1.

U.S. End Game Comments -

I am a relative newcomer to ASL. I was at a business meeting in Arlington, TX and during the lunch hour I was bored and wandered in to a nearby game store. Gary found me gazing with nostalgia at the racks of wargames. Wargaming was a big part of my life in the '70s, but as the eighties approached and the pressures of job and family increased I found little time for my hobby. When I relocated to Texas for career advancement I left all my old buddies back in Virginia and the opportunities to play games just faded away and I forgot what a good time I had storming Quarte Bras or Hurling huge masses of explosives, miles over the ocean waves to plunge into my enemy's dreadnought, perhaps bringing victory, perhaps not, in either case always great enjoyment. Gary asked if I was interested in Military History and as that is a subject very dear to my heart, we began a conversation in earnest. As he and I talked I began to feel the itch to return to my long-lost love and I purchased the ASL rulebook. Beyond Valor, and Paratrooper on his recommendation. I have spent several weeks worth of time trying to catch up to the hobby. I was incredulous at the complexity of ASL. It left me stunned and

wanting more. I promptly went out and bought or ordered everything I could concerning the game, without even playing a game other than solitaire. I decided it was time to call Gary and he was enthusiastic about our getting together for a game. Well, we did and was my ASL knowledge set on end. I was doing virtually nothing right. After that night's beating I slunk back home and crawled into the rulebook. Gary and I now play as much as we can and I think I am getting the hang of this game.

My set up, although I was warned about the exposure of some of the units and the need to be ready and able to pull back at a moments notice, was of my own concoction and I am just stubborn enough to not want to listen to advice, even when it is good. I think next time I will listen a little less stubbornly. Gary's use of Smoke surprised me in its effectiveness and I think I was fixated on trying to find a way to nullify or dilute those effects. When I lost the Easy Eight my personal morale was broken and I think I would have liked to quit right then. I had thoughts of sending it to its doom and trying to take out a German tank or two along with it. Alas, this was not to be. I feel fortunate in being able to hold Gary at bay until turn six. I can't wait to do another replay it is great fun!!

From one new guy to another. Good luck to all you newbies out there and keep on plugging.

Wrap Up -

This was a pretty good replay. We witnessed some good play, a few mistakes, and some exciting sequences. Dan held his own against Gary, a very formidable opponent. I feel his initial set up, and the loss of the Easy Eight without proper compensation, cost him the game. As I mentioned earlier, starting the 10-2 and .50 cal in building 6K9 was a mistake. The 667 and MG never made it out of that building. The 10-2 escaped but was out of position for much of the early going. Dan could also have pulled some of his other squads back to the chateau sooner. He was left without enough defenders in the chateau at the end game. Knowing when to withdraw is a key point in playing ASL. This is especially true when you need to fall back to a key stronghold such as the chateau. Forward outposts are needed to slow the enemy, but the troops manning these positions will have to pull out when threatened by superior numbers. Dan threw away far too much in his defense of teh orchard. He needed to realize one turn sooner the jeopardy the defenders here were in. His assault on the Wirbelwind was perfectly executed however, and paid off with a kill. This sequence was probably the highlight of the game for the U.S..

Gary played his usual tight game. He never let Dan recover from his poor start. Dan's set up opened the door for Gary and he took full advantage. The early elimination of the undefended roadblock bought him time and opened up his options. Gary used his Smoke ability to the fullest, the Smoke really helped the attack roll along. Some would argue these plentiful Smoke placements were lucky, but part of teh game is putting yourself in position to take advantage of the breaks which come your way. When defending against this type of attack, realize the Smoke is heading your way and take some steps to lessen its effect. In several instances during the game the U.S. was especially vulnerable to Smoke rounds. This was shown in the assault on building 6K9. The Germans were nearby, and in forces large enough to require a withdrawal from the area. Instead, the U.S. stood and died, or surrendered, in place. If the German Turn 3 PFPh Smoke into K9 had missed, the building may have held. In this situation, the Defender should assume the Smoke will hit. Planning for this, it was definitely time to abandon a the position. Gary did an excellent job recognizing how vulnerable this U.S. position was, and then taking it out in short order.

I feel this scenario may be just the slightest bit pro-German. Aggressive players will definitely enjoy attacking with this tough, mobile, OB. We saw how quickly the German casualties can pile up however. These losses were without an Easy Eight kill of any enemy unit or the 10-2 tearing up several squads in light terrain. The 10-2 showed what he can do to a group of Germans on the final turn, even in a +4 chateau. Imagine if he had been pounding on defenders in +1 woods or behind a wall instead. A good initial set up may give some of these types of shots early in the game. In this playing the German infnary did not have to take any punishment from the 10-2 until the very end. Hex 6O4.2 is an excellent spot in my opinion. From here the 10-2 and a .50 cal can fire on both 6X10 and 32X1. This firebase supports forward defenders of th gate area. This side of the chateau is also immune to Smoke from MklV's entering near the South edge and moving through the Gap. A 10-2 and .50 cal is truly an awesome combination. It is part of the attraction of the scenario.

I hope this replay will make people want to try Chateau Cherry. It is an excellent scenario. I think ASLUG will quickly become known for it's outstanding scenario quality.

□